BRITAIN'S LONGEST RUNNING COMMODORE 64 MAGAZINE

YC

C64 C128

JANUARY 1991

£1.95 With Free Game Tape

C64GS NEW LOOK ISSUE!



OTHER GAMES REVIEWED & PREVIEWED:

THE AMAZING SPIDERMAN★

CHIP'S CHALLENGE★

ACCOLADE IN ACTION★

SEGA MASTER MIX★

PLATINUM★

TEENAGE MUTANT NINJA TURTLES★

SUPER MONACO GP★

SHADOW DANCER★

TURRICAN II★

DRAGON STRIKE★

LAST NINJA 3

EXCLUSIVE REVIEW

IT'S REALLY THE BUSINESS!!!

YC TAPE 13 - UNLUCKY FOR SOME, A REAL STONKER FOR YOU !

IF YOU CAN READ THIS MESSAGE YOU'VE EITHER RIPPED THE TAPE OFF THE COVER IN A HASTE TO SHOVE IT IN YOUR DATASETTE OR THE NEWSIE HAS GOT IT IN A RATHER SAFER PLACE. IF IT'S THE LATTER I THINK YOU'D BETTER HAVE A CHAT TO HIM!!

ISSN 0269-8277

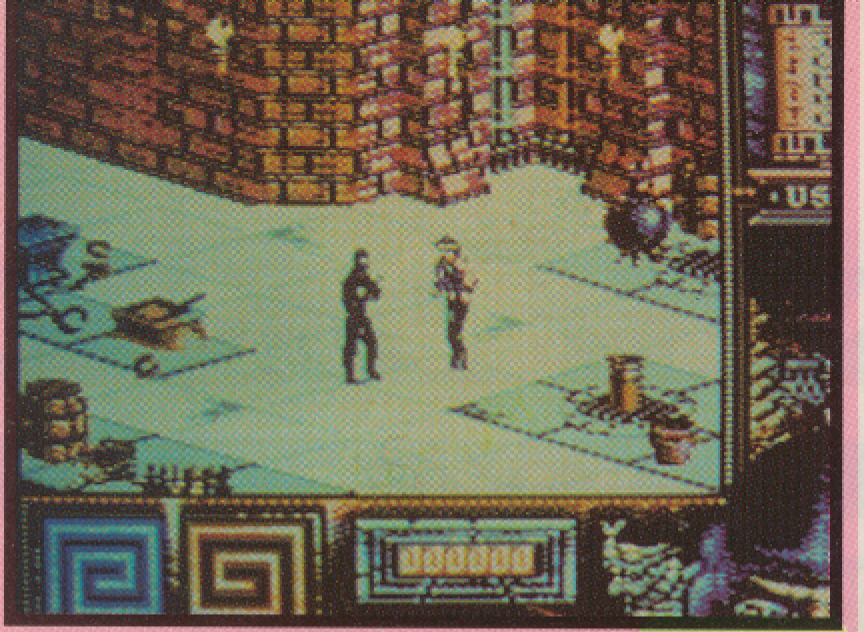
THE POST APOCALYPSE BOARD GAME INSIDE



STORM
SALES CURVE
AMIGA
ATARI STE
AMIGA
ST DRAGON
AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM.
Incorporates unique Dynamic Loader System
CBM 64
SPECTRUM
An evil force of monster machines has risen to conquer the Galaxy. One by one the peaceful races of the Galaxy have been attacked and enslaved by the Cyborg Monsters. No race has the strength to stand against the power of the Cyborgs. One lone rebel rises from within the ranks of the mechanised monsters. Part dragon, part machine, the Cyborg Warrior fights back against the tyrant masters. The Galaxy has a Hero. Hope returns to the hearts of the people at the rise of the armoured champion they call "ST DRAGON".
" I haven't seen a decent shoot-em-up for ages (in fact Silkworm was probably the last). Now this looks set to end with a product from the very same Silkworm programmers that could challenge the mighty R-Type itself!"
(Zero Sep. 1990)
THE SALES CURVE
50 LOMBARD ROAD
LONDON. SW11 3SU

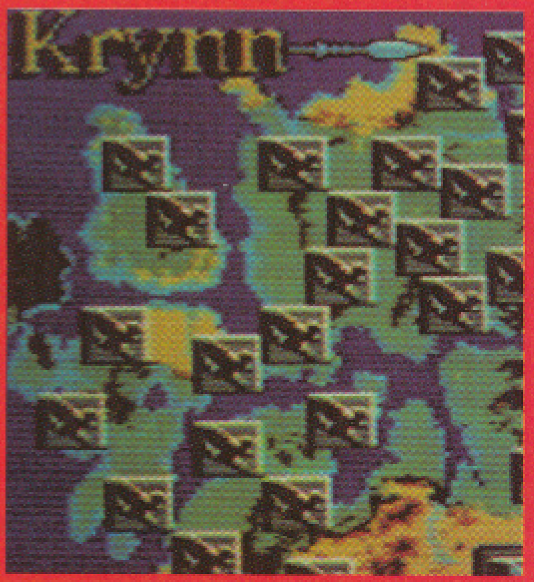
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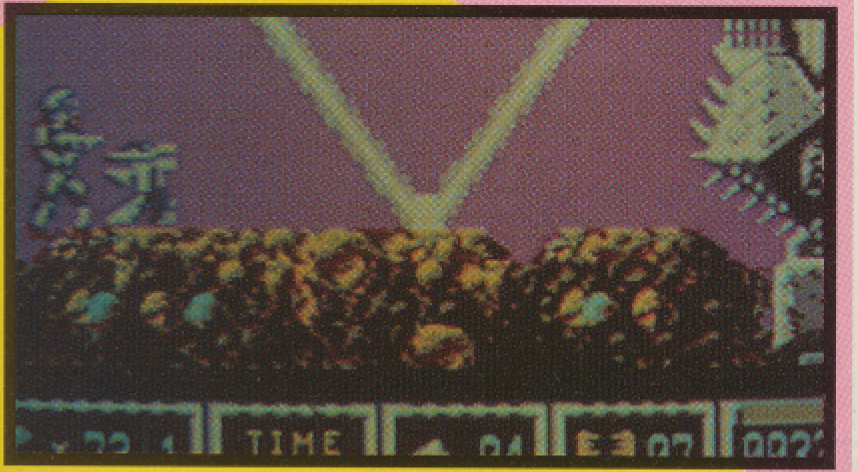
YC JANUARY 1991



Last Ninja 3 - Chop suey with the man in black, or is that red, erm... it could be blue, oh sod it. At least he's not green and rubbery, and there's no teenagers around here.

Dragon Strike (Thangs to Come p66) - If there's another game with Dragon in the title I'll scream. What's that? Dragon Strike you say? Aaaaarrrrggghh! I'm a lot happier now.





Turrican II (Thangs to Come) - What's really stonky and comes in two parts (apart from an easy-build airfix kit)?



Accolade in Action - Pooey, I bet that sweaty plimsole smells!



Sega Master-Mix - Another compilation to feature Turbo Outrun?

featuroonies

reviews

regulars

on the tape

poster

DATA



IT'S SIMPLY

Move over Robinsons of Ramsay Street cos Ocean are eating their underpants over their latest cartoon coo - yeah you've guessed, man ... The Simpsons. Cute dude, Bart Simpson and family are currently taking Sky TV viewers by storm (all three of them) and are already bigger than the Turtles in the States (wow, eat my pizza!).

I'm afraid you'll have to wait'til the summer to see how the Simpsons shape up on your computer screen, until then you'll probably have seen the film, be wearing the T-Shirt and grooving on down to school swinging your Bart Simpson lunch box!

MAIDEN

BIRMINGHAM!

Have U S Gold got a "head fettish" or wot? First they announce The Godfather and now they're head-banging with their new Iron Maiden licence. All you 'evy metal fans out there are sure to be already revving up your joysticks, spilling pertuna oil over yer keyboard and putting the sound button up extra high to prepare for the game which will feature Eddie the Maiden mascot along with loads of Maiden tracks. Definitely not the game to play when you're pretending to do the old 'ome work eh?



YC CHRISTMAS TOP TEN

1. Chrimbo's Quest - System 3
2. Little Donkey Kong - Nintendo
3. Speedbauble - Imageworks
4. Golden Sacks - Virgin Games
5. Snowbocop - Ocean
6. Football Manger - Addictive
7. Teenage Mutant Ninja Turkeys Imageworks
8. Beach Holly - Ocean
9. Sleigher - Hewson
10. Judge Sled - Virgin Mary..



WITH BEVY BABE'S HAPPENING MAN

YC TIPS FOR THE CHRISTMAS NO 1

☆Do they know it's Christmas - Band Aid
☆White Christmas - Bring Crosby
☆Mistletoe & Wine - Cliff Richard
☆I wish it could be Christmas Everyday - Wizard
☆Merry Christmas Everybody - Slade
☆Gazza's Away in a Manger Re-Mix

Ooops sorry Ed I thought you meant pop songs.....

YC TIPS FOR THE CHRISTMAS NO 1 GAME

☆Teenage Mutant Hero Turtles - Imageworks
☆Robocop 2 - Ocean
☆Total Recall - Ocean
☆Strider 2 - U S Gold
☆Line of Fire - U S Gold
☆S.T.U.N. Runner - Domark
☆Last Ninja 3 - System 3

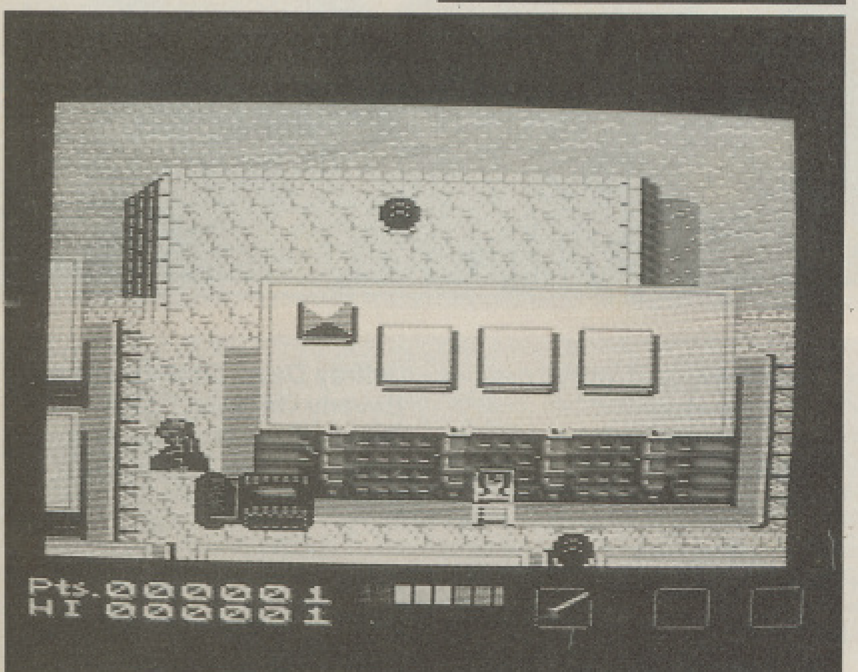
YC TOP TEN ANNOYING THINGS ABOUT CHRISTMAS

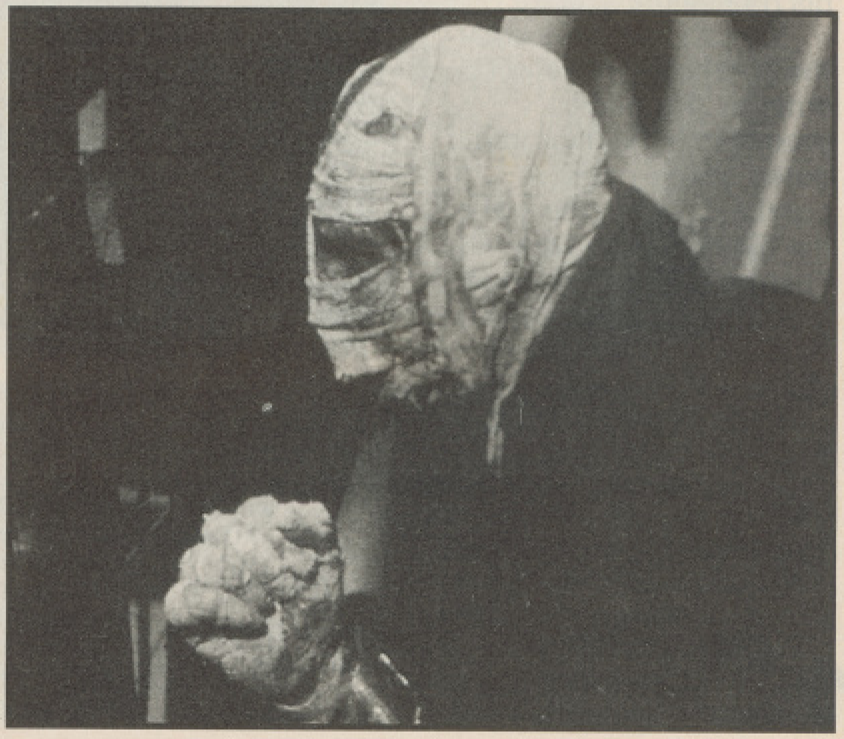
1. The Wizard of Oz on Telly
2. A Brut Shaving Kit from Auntie
3. Turkey Sandwiches
4. Grandad snoring through Star Wars
5. Crackers that go 'Phut'
6. The Wizard of Oz on Telly (Again)
7. Cliff Richard's new Christmas song
8. Turkey Farts (Pooey)
9. Having no batteries for your new Gameboy
10. Mum videoing The Wizard of Oz (aaargh)

OCEAN REVEAL DARK LICENSE

Darkman, the action-packed, hi-tech film taking American by storm is now set to reveal itself onto computer screens next year.

Compared to the likes of Phantom of the Opera and Batman, Darkman, starring Liam Neeson,







follows the story of Dr Peyton Westlake, a brilliant young scientist in love with attorney Julie and close to a breakthrough in his research on synthetic skin (which would only let you go out in the dark!).

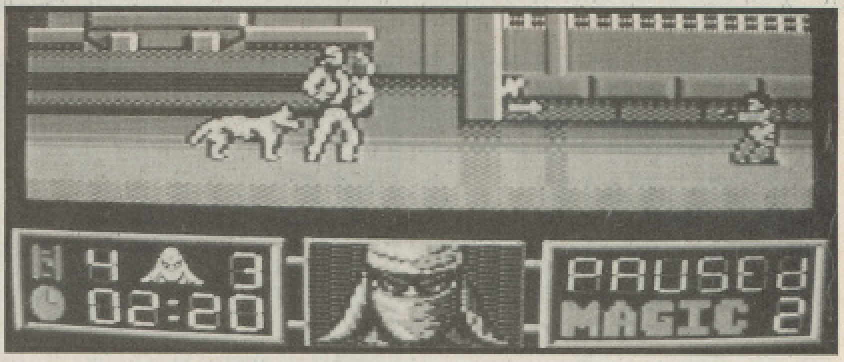
One night at the lab an unscrupulous gang of big bad baddies, searching for a incriminating document written by Westlake's girlie, beat Westlake to a pulp leaving him for dead and blow up the lab. But you've guessed it, just like many a good film script , the horribly disfigured Westlake, left with an uncontrollable rage and superhuman strength from hospital side-effects, emerges as Darkman, obsessed with revenge and one by one he plots his retaliation.

YC cannot reveal what the computer game will emerge like, but it promises to be a good old gorey action-packed bundle if it's anything like the film! See our Dark Man Feature later in this issue!

ARCADE ADDICTS

Those people at U S Gold are never short of a 50p piece cos they've just announced another four arcade biggies for their new year list of conversions.

The Sega coin-op Shadow Dancer, a beat-



EMPIRE ON THE TYNE IS ALL MINE!

Following on from Gazza's Super Soccer, now on the Addictive compilation Soccer Mania along with Football Manager (World Cup Edition), Microprose Soccer and Football Manager 2, Empire have put Gazza into his own limelight again in Gazza 2 or else he'd turn the waterworks on!

Gazza 2 according to Empire is about to kick off onto your screens shortly and is in fact a "Kick Off" overhead style game compared to the rather jerky side-on view in Super Soccer and wot with Gazza's stardom since the World Cup, Empire are sure to have a top ten computer hit at their feet.



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Advertising Manager
Cass Gilroy

em-up thang will be coming your way as will G-Loc, the sequel to After Burner which will be attempting to fly its way onto your screen as G-Loc stands for Loss of Consciousness due to Gravity - could be a bumpy ride!

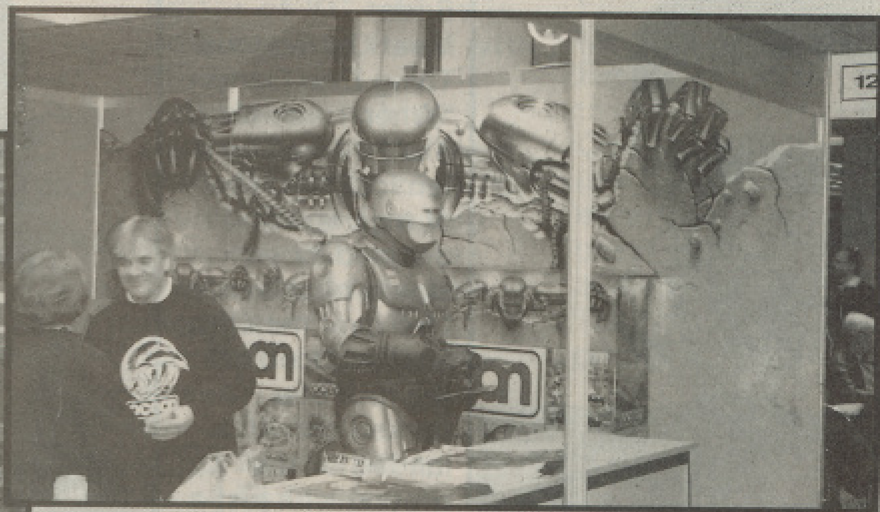
A ride which certainly won't be bumpy will be the Sega coin-op Super Monaco GP, as it's being programmed by the wonderful Probe team whose driving hits include Chase HQ 2 and Turbo Outrun. Will we ever have enough of Gauntlet? Na, course not! Well, a new and bigger helping of ghosts, mazes and the likes are being dished-up in Gauntlet 3 next year which is well-worth getting exciting about! Shadow Dancer and Super Monaco GP are also featured in Thangs to Come'!

COMMOBORE CHRISTMAS SHOW

On a dark November afternoon, I trekked off to the 1990 Commodore Christmas Show, hoping to brush shoulders with the rich and famous of computer games people and trekked home again more than disappointed swinging my Robocop carrier bag.

Yeah some of the big names were there:- Ocean had the nicest stand and I even met Mr Robocop himself, who told me that YC was his fave read and who was I to disagree, the Turtles were not there in person, unfortunately, but dorned the Mirrorsoft stand and everything in sight in sticker and empty Turtle drink carton form. Domark were in Badlands promotion mode and Elite were being Gremlins in a far-off corner. The most exciting person I met was programmer Tony Crowther of Monty Mole and Bombuzal fame who chatted to YC about his non-C64 exploits. I suppose any YC readers who attended were to be found in the Games Arcade where all parents seemed to be dumping their kids to try to lose them whilst technical/serious people could enjoy the most stands by looking at the new gadgets and ad-ons for their mean machines.

Unless you wanted to snap up a few games on the cheap or explore the bigger bytes of the Amiga computer, you would have been better off staying in and playing your own games!









Cover Illustration
Cam Smith

Boardgame Illustration
Alan Lathwell

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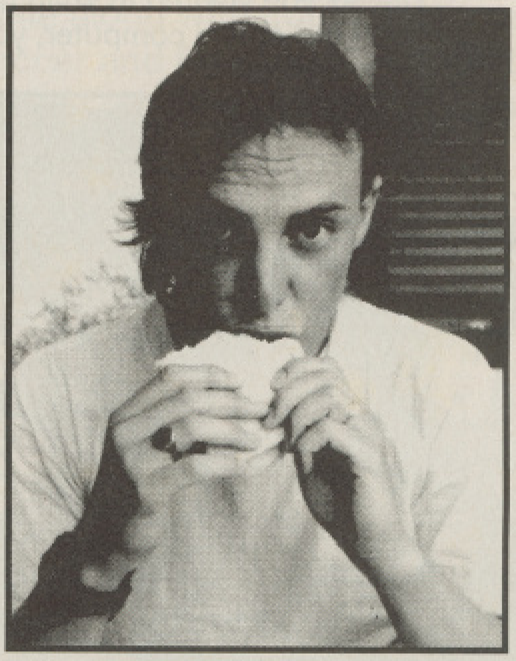
THE DREAM TEAM

So this is a new look YC, eh? But who the hell are the people behind the drivvle? I mean, who does what and who should we send roses and birthday cards and big cars and three story mansions to?



Rik Henderson - Big Ed

He's the guy with his finger on the pulse of the C64 market, and he's been at the helm of YC for all of it's life (and death, ahem!).
Full Name: Richard Stuart Henderson
Date Of Birth: 15-6-70
Lives: North West London
Favourite Computer Game: Football Director (D&H Games)
Favourite Comic: Tank Girl (in Deadline)
Favourite TV Show: Twin Peaks
Favourite Film: Blue Velvet
Favourite Record: Unbelievable - E.M.F.
Favourite Food: Liver & Bacon
Favourite Drink: Hubba Bubba Soda
Most Outrageous Thing Ever Done: "When I was about 9 or 10 I was on a ten foot high roof of a garage and I decided to walk slowly backwards. I fell over the edge and bounced off the roof of a parked car, and landed on the ground with just a graze on my knee. My mum looked out of the window and asked what I'd done and I told her I'd fallen over the kerb which she didn't believe for a moment because the car had a big Rik shaped dent in the roof. The owner never found out who did it."



Mark Newton - Designer

The guy who gets his colouring crayons out and scribbles all over Rik's lovely copy. He's been with the mag since its redirection.
Full Name: Mark Howard Newton
Date Of Birth: 29-9-67
Lives: Dunstable
Favourite Computer Game: Stunt Car Racer (Microstyle)
Favourite Comic: Deadline
Favourite TV Show: Absolutely
Favourite Film: Black Rain
Favourite Record: Every Little Thing - The Police
Favourite Food: Italian
Favourite Drink: Becks
Most Outrageous Thing Ever Done: "I stood on the side of a moving van that was on just two wheels for a stunt - is that outrageous enough?"

Beverly Gardner

- News Editor
Oor Bev comes from t'other side of t'industry. She was once PR starlet for Audiogenic and before that Domark, and now we're stuck with her.
Full Name: Beverly Suzanne Gardner
Date Of Birth: 11-9-64
Lives: North West London
Favourite Computer Game: Tetris - Mirrorsoft
Favourite Comic: Twinkle
Favourite TV Show: Neighbours

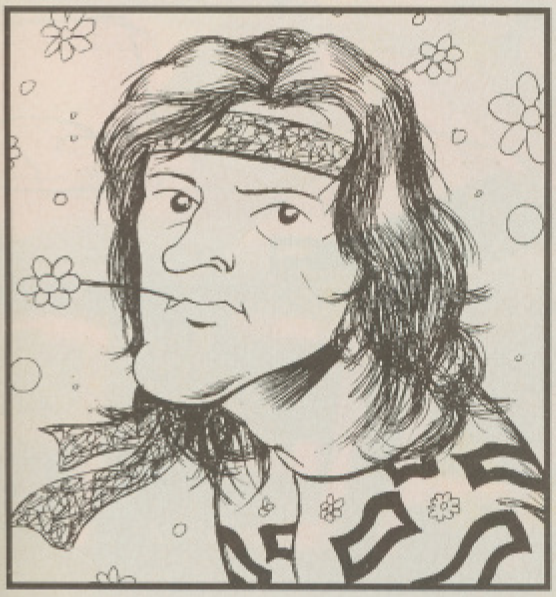


Favourite Film: Back To The Future
Favourite Record: A Forest - The Cure
Favourite Food: Lasagne
Favourite Drink: Diet Tango
Most Outrageous Thing Ever Done: “A couple of friends and myself decided to walk around Kettering Town with just Towels around us, for a dare. At one point we streaked down the road and were followed back to our flat by a funny bloke who stood outside for ages. We were a bit crazy in them days.”

Favourite Food: Taramasalata
Favourite Drink: Fosters
Most Outrageous Thing Ever Done: "Worked for YC - Where's me money you b*****sds**

Cam Smith -

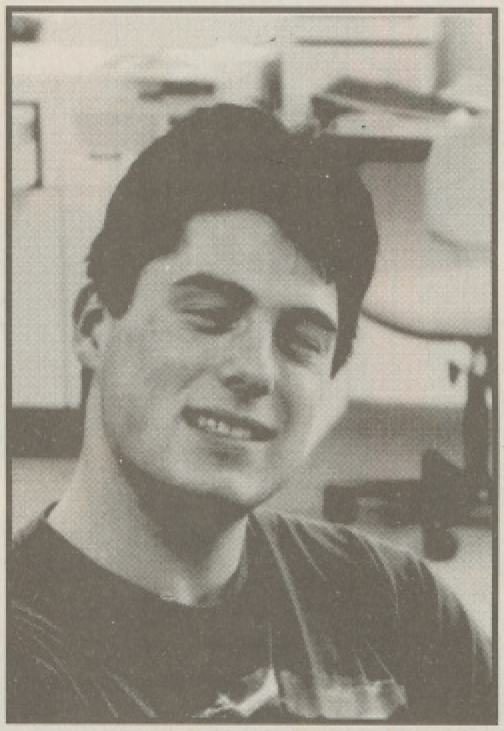
Artist
Cam supplies most of the covers for YC, and is the regular artist for Flame Head. His work can also been seen in Deadline and the Rogue Trooper Annual 1991. He’s a busy little so and so.



Full Name: Cameron Smith
Date Of Birth: 31-10-62
Lives: Welwyn Garden City
Favourite Computer Game: Monty On The Run - Gremlin
Favourite Comic: V For Vendetta
Favourite TV Show: The Prisoner
Favourite Film: Sleeping Beauty
Favourite Record: I Don’t Care - The Ramones
Favourite Food: Pizza
Favourite Drink: Coffee
Most Outrageous Thing Ever Done: “Once helped run a jumble sale dressed in drag.”

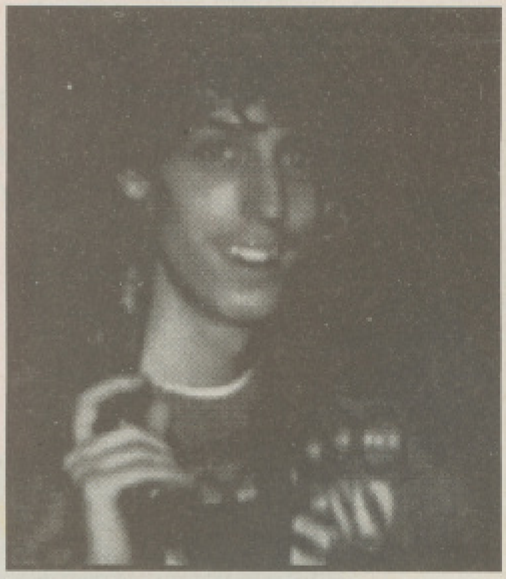
Ashley Cotter-Cairns -

Contributor
Ash is the ex-Assistant Editor of YC and he is now seeking fame with Micronet.
Full Name: Ashley James Cotter-Cairns
Date Of Birth: 29-9-70
Lives: Kings Langley
Favourite Computer Game: Boulderdash - First Star
Favourite Comic: Viz
Favourite TV Show: Blackadder
Favourite Film: Dead Poets Society
Favourite Record: Club Mekon - The Mekons
Favourite Food: Lasagne
Favourite Drink: Bacardi & Coke
Most Outrageous Thing Ever Done: "I fell asleep at Activision when they were demonstrating a game to me. Lorna Smith (the PR girlie at the time) woke me up, it was all rather embarrassing!"



Jeffrey Davy -

Contributor
Jeff is the photographer Rik takes with him every time there’s a really grubby job on. He also investigates just about everything in order to supply all the facts.
Full Name: Jeffrey Karl Davy
Date Of Birth: 4-8-71
Lives: North London
Favourite Computer Game: Uridium - Hewson
Favourite Comic: The Beano
Favourite TV Show: The Man From U.N.C.L.E.
Favourite Film: Bladerunner
Favourite Record: Golden Brown - The Stranglers
Favourite Food: Pizza (but no anchovies)
Favourite Drink: Snowballs
Most Outrageous Thing Ever Done: “When I went to the EMF ‘Rave in a Cave’ everybody went in four coaches. When the event was over the coaches had disappeared and left us in Cheltenham. The coach company promised that they’d send other transport and at about 2 o’clock in the morning a small mini van rolled up and could only take 5 people out of the 40 of us stranded. I managed to get a place on it and I got home at about 4 in the morning. The rest trashed a local hotel and drank their bar dry, and were



Alan Lathwell -

Artist
Alan supplies the visuals to most of the YC characters like Post Apocalypse and Oozin’ Eugene. Maybe one day we’ll pay him so he can buy a few colouring-in pencils.
Full Name: Alan John Lathwell
Date Of Birth: 15-3-69
Lives: North London
Favourite Computer Game: Ant Attack - Quicksilva
Favourite Comic: Heavy Metal
Favourite TV Show: Blackadder
Favourite Film: Easy Rider
Favourite Record: Voodoo Chile - Jimi Hendrix







Intent on obtaining the secret formula your brother has devised for developing the ultimate weapon, a blood thirsty terrorist gang has kidnapped his daughter. The same terrorist syndicate you had dispersed in Saigon some years previously.

Your work now seemed incomplete ... you have to squash them once and for all ...

T H E · P R E S S · S A Y

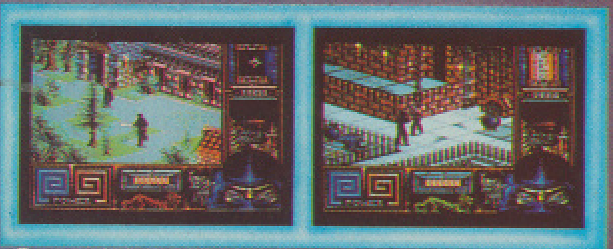
'Quite simply an amazing product.'

ZZAP! 64

The graphics are absolutely perfect, and the sonics are superb, the bundle is linked with pure gloss that helps shine over any small inadequacies. VENDETTA is not just the best arcade adventure ever, it invents a new meaning for the term.

YOUR COMMODORE





Dragged through the vortex of time and space, the Ninja is brought to Tibet ... To the Palace of Mysteries. The Shogun Kunitoki, the all-powerful master of the palace, has brought you, the last of the Ninjas, to the very heart of his corruption and evil.

Nothing has resisted the Shogun's onslaught against the World. Only you stand between the old World of Order and the new Realm of Chaos.

R E A L · H A T R E D · I S · T I M E L E S S

Exciting and demanding gameplay over 6 different levels.

Incredibly detailed '3D' background graphics.

Dramatic 'real-life' animation of the Ninja and his opponents.

Innovative puzzles to solve and many objects to collect.

Atmospheric music on every level.



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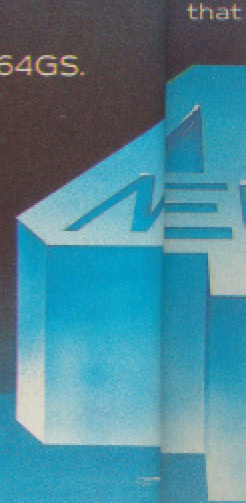
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that

- Will work on any C64 or C64GS.
- Instant Loading.

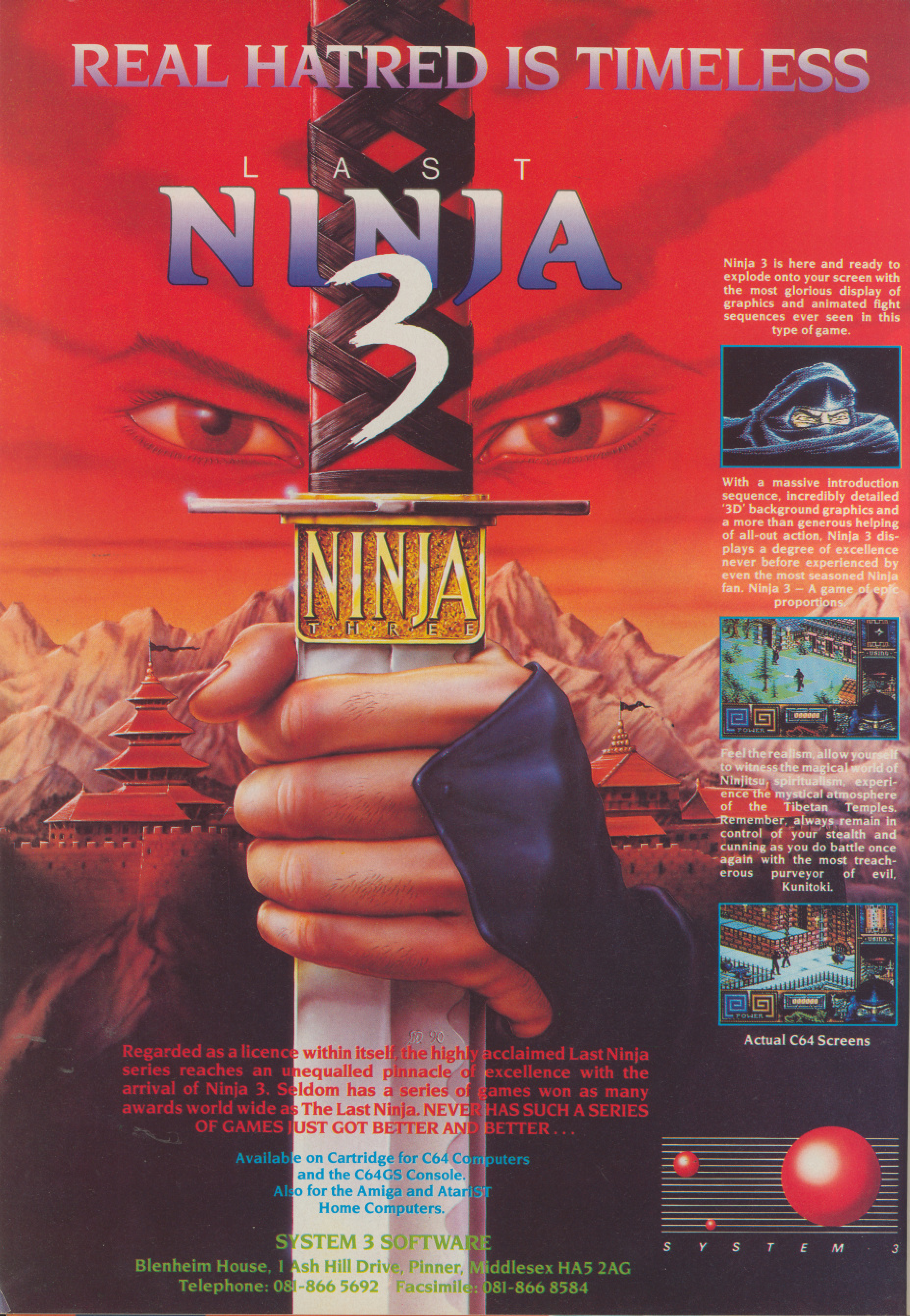
AN AMAZING



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S Y S T E M 3
S Y S T E M · 3
FOR THE C64GS CONSOLE
MYTH
HISTORY IN THE MAKING
ACTUAL C64GS SCREENS
You are taken far, far back in time to confront the evil God Dameron, who has taken control and is changing good Gods to bad. He is upsetting our past, our future and ultimately our destiny.
Myths are no longer a theory, myth is reality.
Myth is HISTORY IN THE MAKING . . .
T H E · P R E S S · S A Y
This almost looks like an Amiga game that someone has managed to get running on the C64. Superb animation, tremendous sound, and bags of atmosphere make this a must buy. If you want another reason for parting with your cash, it's also huge and there's lots of variety in there. I was impressed – you will be too.
ACE
I don't think is would be exaggerating when I say that MYTH is one of the best games on the C64. It has just about everything necessary to make it a classic.
COMMODORE USER
S Y S T E M · 3
FOR THE C64 COMPUTER AND C64GS CONSOLE
NINJA Remix
THIS PRODUCT IS TO BE REGARDED AS AN UPDATED VERSION OF LAST NINJA II
ACTUAL C64 SCREENS
NINJA REMIX is based on the successful Last Ninja II. REMIX retains all the features that made Ninja II an award winning product PLUS, it has the following enchancements:-
Remixed music on all seven levels.
Exciting 'film-like' animated introduction sequence.
Greatly enhanced player status area.
T H E · U L T I M A T E · N I N J A
NINJA REMIX is a true value-for-money product that provides:-
Exciting arcade style combat action.
Thought provoking puzzles to solve.
Dramatic 'real-life' animation of both Ninja and opponents.
State of the art programming.

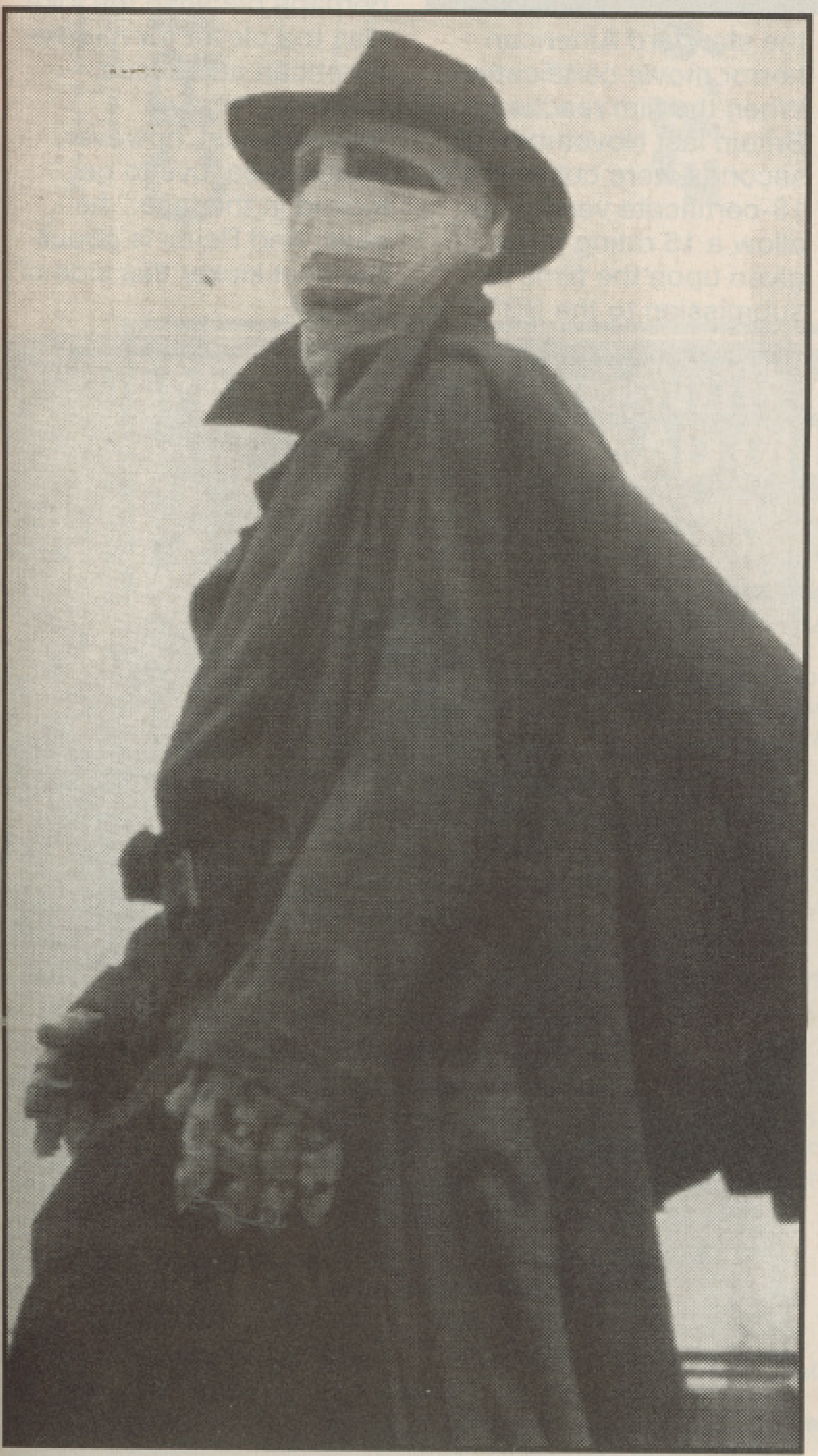


Oc
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Ocean has kept the announcement of its new licence very close to its chest. Dave Hughes looks at the film that has inspired such a move, and even has a quick chat with director Sam Raimi.

DARKMAN

– RAIMI KNIGHT



"They destroyed everything he had, everything he was" the poster copyline for DARKMAN, the most recent movie from cult schlock-horror director Sam Raimi. This is almost certainly true of the character of Dr Peyton Westlake, who becomes the mysterious, bandaged 'Darkman' when Bad Guys blow him up in his laboratory; yet there's a certain ironic application of the statement to Raimi himself, since his first movie for a major studio (in this case, Universal Pictures) almost broke him.

The comic-horror genius that unleashed both EVIL DEAD movies upon the world found working under studio supervision a little difficult. There were few enough problems on the financial side - Raimi's EVIL DEAD pictures had never made a lot of money, and he needed $14 million working dollars to make DARKMAN , but Universal were pleased with his "inoffensive" action picture idea about a hideously disfigured man able to change or mould his face to become his old self or, if the situation called for it, somebody else. The difficulties came in trying to liaise Raimi's unconventional approach to almost every shot and the studio's need for a regular action pic. It's a liaison, however, that DARKMAN manages admirably.

"If you direct a whole movie," Raimi says with a wicked smile, "they can't cut your personality out of the thing!" He must be right, for the delightfully fresh camera movements and angles, the black humour and the grisly special effects that made THE EVIL DEAD and its sequel cult viewing in Europe ("My pictures have actually been very unsuccessful in the States," says Raimi. When I made the first EVIL DEAD, I thought it was going to die a miserable death in a can somewhere. But then Palace stepped in and gave it a big push, and suddenly people in England embraced the picture!") are back with some new twists and turns in DARKMAN.

Liam Neeson (whose once-promising career becomes more doomed with every badly-chosen role) is far better than average Dr Jekyll to the special effects department's Mr Hyde. His dialogue and that of the other actors, lacks substance or credibility, but Neeson's performance takes the viewer back to the best of the Thirties horror pictures, when hideous monsters became sympathetic, if two-

dimensional, characters. These movies were, it seems, the director's inspiration too:

"I used to really enjoy the old Universal and Hammer horror films where the monsters still had characters - where inside the hideous, repulsive form was a man plagued by an unfortunate curse." The early PHANTOM OF THE OPERA, HUNCHBACK OF NOTRE DAME and FRANKENSTEIN pictures all influenced DARKMAN, Raimi states. "That theme of the creature wanting to be loved is so powerful to me. In DARKMAN, we wanted to ask 'what makes somebody a monster?' Is it the terrible deeds which they commit, or the forces which drive them?"

All this sounds a bit highbrow for a fun, commercial picture like DARKMAN, but here and in the States, the movie was accepted and applauded by critics and audiences alike - the latter to the tune of a very healthy $9 million opening-weekend gross. Is Raimi surprised that he's suddenly struck it rich?

"Money is a funny thing," he says, referring to the leap in budget from the first EVIL DEAD ($500,000) to DARKMAN (28 times that amount). "The more money I have, the less thinking I do. The more toys I have, the less creative I am. It really changes the way a movie's made." But what about the surprising high box-office take of DARKMAN? "I'm just a director who's made one move that'd made money out of four," he demurs. Modesty aside, however, Raimi is aware that he can demand more artistic freedom for his next movie which, it seems, will be a third EVIL DEAD, this time for another independent studio rather than a big fish like Universal. Is this choice thanks to the problems and creative differences he had with Universal?

"It's the job of the studio to make things that appeal to the mass



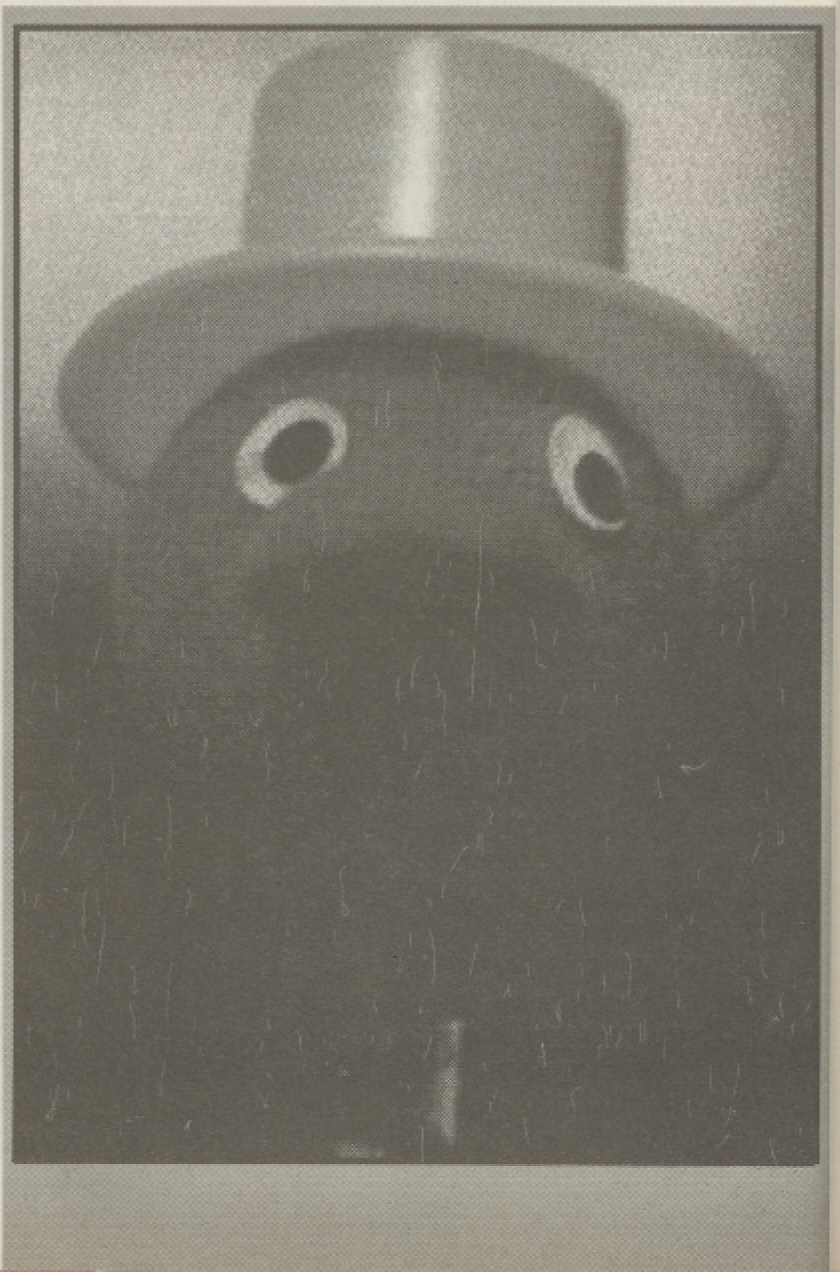
audience." he explains, "not something that is special, or little. I understood that. I knew it was a collaborative process." Raimi's healthy devil-may-care attitude to making each shot 'realistic' caused a few problems with Universal executives. The director claims that this is because he based the visual style of DARKMAN on comic books:

"Comic artists tend to go for the most melodramatic angle and moment in each scene, which is often visually bold and graphic at the risk of reality - they mess around with perspectives and so on. I approached the camera angles in DARKMAN in very much the same way." The studio, however, didn't want things to become "too weird", afraid that DARKMAN would find its niche with the limited audience of the EVIL DEAD and its sequel. "I did try to restrain myself," Raimi grins, "but some people have said that I didn't do a very good job!"

In another irony, Raimi was keen to keep the tone of the movie fairly tame so that it would reach a wider audience (this from the man whose first movie was banned in Britain for nearly seven years before finally being re-released, albeit still cut, in 1990), while Universal steered him towards an R-rating, the standard American horror movie certification. When the film reached Britain last November, 26 seconds were cut from the 18-certificate version to allow a 15 rating to be given upon the films re-submission to the BBFC (a few seconds were cut from the laboratory electrocution scene, and a highly entertaining sequence involving a gangster's fingers and a rival's cigar-cutter has been lost completely, much to Raimi's disappointment.

"This is my first studio picture and I don't have any say in whether they should cut it," he shrugs. "That's one reason that EVIL DEAD III: ARMY OF DARKNESS is being made as an independent venture". But maybe be won't be safe even with their more relaxed attitudes: already he has had to drop the previous title, MEDIEVAL DEAD, perhaps because the joke was too clever for middle-American audiences.

Raimi remains philosophical, however. "Audiences love to get kicked in the face," he says. And Raimi is about the best kicker this side of Anfield.



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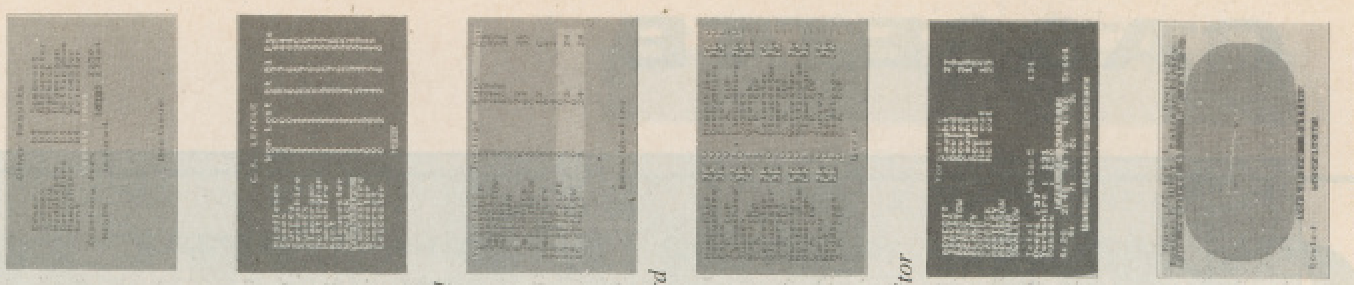
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ON THE TAPE

**We wish you a merry Chrimbo,
We wish you a merry Chrimbo,
We wish you a merry Chrim-
booo,
And a boombastic new year!!!!
The YC tape gets** festive...

FROSTY THE SNOWMAN

Two player action in this highly seasonal jaunt into Santa's grotto. This is a completely original game that will keep you going well into the new year (it's got us by the Christmas balls).

DARTZ

Another original game (it's only ever appeared on our sister title Commodore Disk User, and that was yonks ago), based on the very popular game that involves throwing sharp objects at a round board from a distance (sounds silly really). Can you consume twenty pints of lager and get a double top?

POST APOCALYPSE - THE BOARD GAME

Here's the most original thing since erm... since erm... since Brian Clough's Football Fortunes and Tank Attack really! This is the program that goes with the board game free in this ish and is explained in the rules later on in the mag.

SUPER TACT

This game has also only ever appeared in Commodore Disk User and is a very good Ludo variant for the commy. "What's Ludo?" I hear you all cry... Oh shut up and read on peasants.

THECONTENT

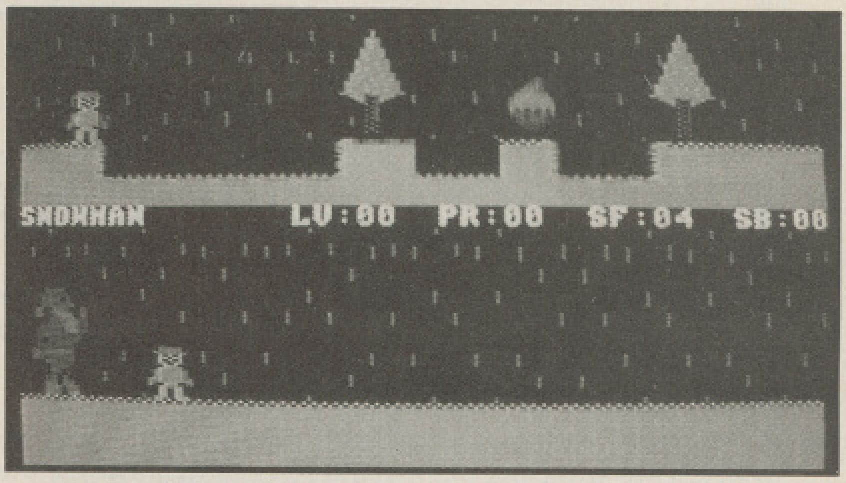
Side One: Frosty The Snowman, Dartz
Side Two: Post Apocalypse - The Board Game, Super Tact

1

FROSTY THE SNOWMAN
Programmer: Richard Taylor
Type: Complete game
Controls: Joysticks in port one and two.

Can you deliver all the presents in Santa's Grotto to him before Christmas is just a rumour and all the poor orphans have nothing to show for the time of year but a hole in their stockings (everybody now, aaaahhh!!! BANG! Got the sucker!)? But you are a humble snowman who will surely end up as a small puddle for some brat to stomp in, why should you do such a thing?

Well, it's fun for a start, and also there's another snowman who would love to get in favour with the fat, hairy old man. So it's a race between the two frozen fellows to see who gets invited to the Christmas' household for a slap up turkey feed. The only prob is that this is not altogether easy. For a start, all along the snow covered way are pits that are fatal to an aspiring Santa helper. And added hazards are mutant,



killer puddings and nasty, pyscho brandy bottles. But when you've managed to get to the Grotto at the other end of the

landscape you must collect the present and go back from whence you came. When you have collected a sufficient amount of pressies Santa will reward you, and you can gloat over the sucker who took up your challenge.
One other thing, collect the snowflakes, you never know when they can come in use.

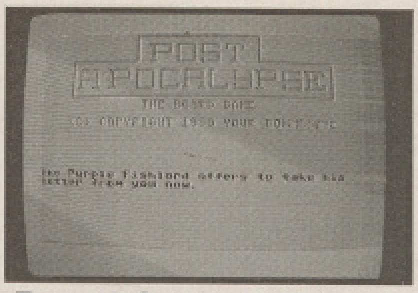
DARTZ
Programmer: ??
Type: Complete game
Controls: Joystick in ports two or one

Get out your beer guts it's time to fling the old tungsten tips at the circle. You can grab a friend to thrash in this very accurate simulation of everybody's favourite pub game (what, synchronised puking?) darts.
Even Jocky Wilson would be proud with this set up. You can play on your own (to see if you can hit that elusive nine dart finish) or against another, and it pretty much follows the rules of standard match-play darts. You must try to reach the target of 501 by throwing your arrows at the board and hopefully scoring trebles of everything. You must also finish the game on a double. To make this a little harder, the cursor that points to where you are throwing wiggles about as if you've a few too many Irn Brus, so handy joystick manipulation is called for here.
It's a fun game that is best played by two people.

2

POST APOCALYPSE - THE BOARD GAME
Programmer: Richard Taylor
Type: Supplement to board game
Controls: Keyboard

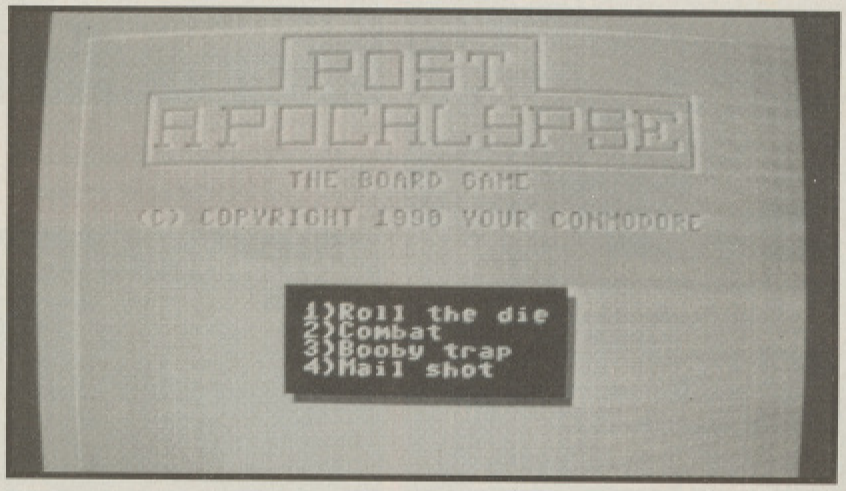
The full details for this are explained in the

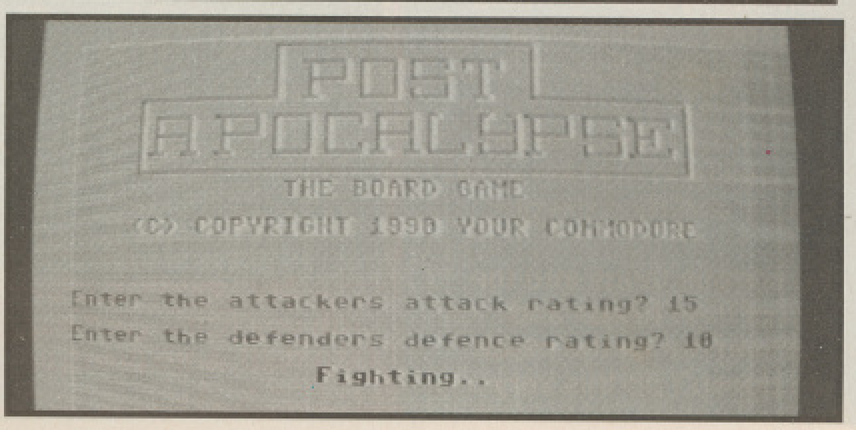


Board Game rules later in the mag.

SUPER TACT
Programmer: ??
Type: Complete Game
Controls: Joystick in port two

This is a very funky variant of the ever so popular board game Ludo. What you have to do is guide four counters around the circular board and then up into your home base. There's many things that can make this a pig to do though, for a start you must roll a six to start one of your counters on the board, and if anybody lands on your counter whilst it is in play, it will be sent home, and you have to start all over again.
All action is controlled via a cursor which you use to 'pick up' your piece (the computer will then move it the required number of spaces itself). Up to four human controlled players can participate, alternatively up to four of them can be computer controlled. An average game takes at least half-an-hour, and we can guarantee that this'll cause a few arguments in the household.



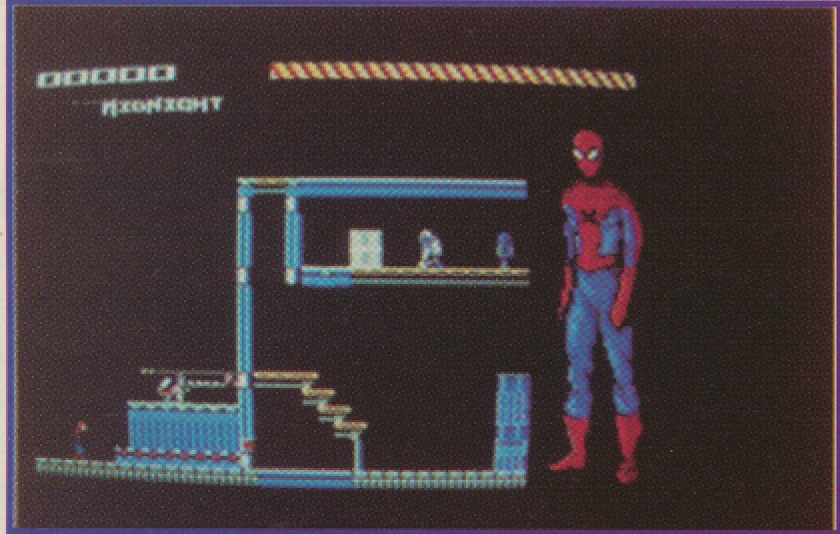


TAPE PROBS!!!

You've got a cassette that doesn't load? You think it's down to us? If so, pop it into a jiffy bag with an explanation of the problem and send it to:
YC TAPE 13 RETURNS, INTERCEPTOR GROUP, MERCURY HOUSE, CALLEVA PARK, ALDERMASTON BERKS., RG7 4QW.
You should get a replacement faster than you can say antidisissmentsd, erm... antidisiblishy... anti... (oh sod it!)

THE AMAZING SPIDERMAN

Spiderman! Spiderman! Can do anything a spider can! Spins a web any size! Wets himself 'cause he's got no flies! Pooey, it's the smelly Spiderman! Rik Henderson in his lurex tights clings to the box of this'un.

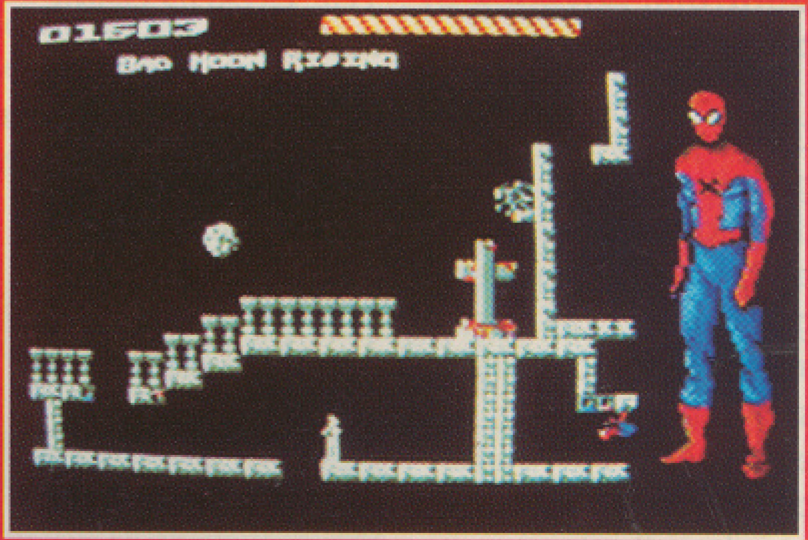


There I was sitting at my commie 64 when I was suddenly bitten by a nearby joystick that was glowing. I feared at the time that it could have been radioactive, and my fears were founded when I realised that I had the power to mysteriously waggle myself in all directions, I had a 15 inch cord, no less than eight microswitches, and an auto-fire ability that allowed me to continually spout whatever it was I was spouting in the first place.

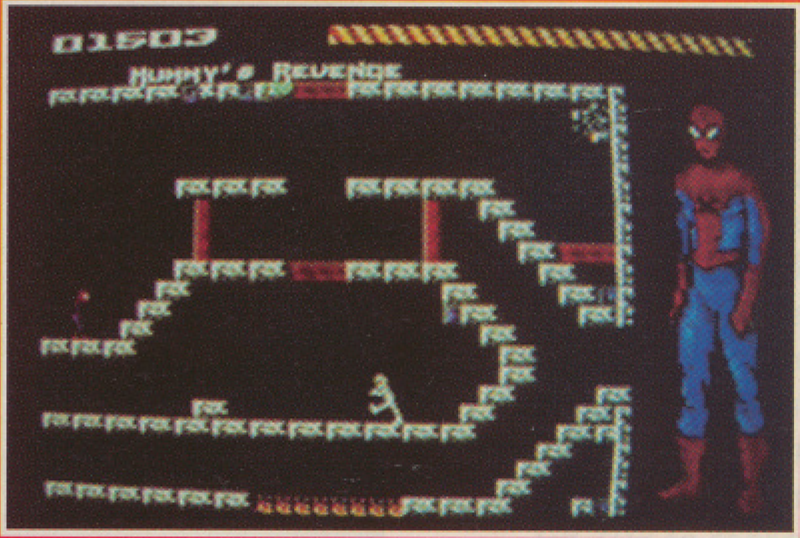
Dressing myself in a costume that was luminous green with yellow blobby things for my eye sockets I leapt into the crime fighting arena calling myself 'Joystickman'. Unfortunately my career was soon over when I realised that waggling, auto-firing, microswitching, and a long cord, were really crap powers. I'm now patiently awaiting to be bitten by a radioactive sausage-making machine, then I may not be able to kick ass, but we'll enjoy a good nosh up eh?

Peter Parker, a good friend of the family (not my family of course, but somebody else's), was a lot more fortunate. He was bitten by a radioactive arachnid (a spider to you and me), and it gave him the ability to cocoon all his mates and then devour them by sticking his poisonous fangs into the top of their heads and sucking out all the meat. He doesn't do this very often though (It'd ruin his street cred) so instead he uses his other powers to catch crims. He sticks to walls and ceilings, which would be a bit handy if you were, say, appearing in a Lionel Richie video, or for changing the lightbulbs or something. He also has spider-like strength, an acute sense of hearing, and 'spider-sense' which is an inbuilt alarm system that clangs whenever there's danger about. But his ability to 'Spin a web, any size' comes entirely from his scientific expertise, and he's built two web guns that are fitted into the wrists of his costume.

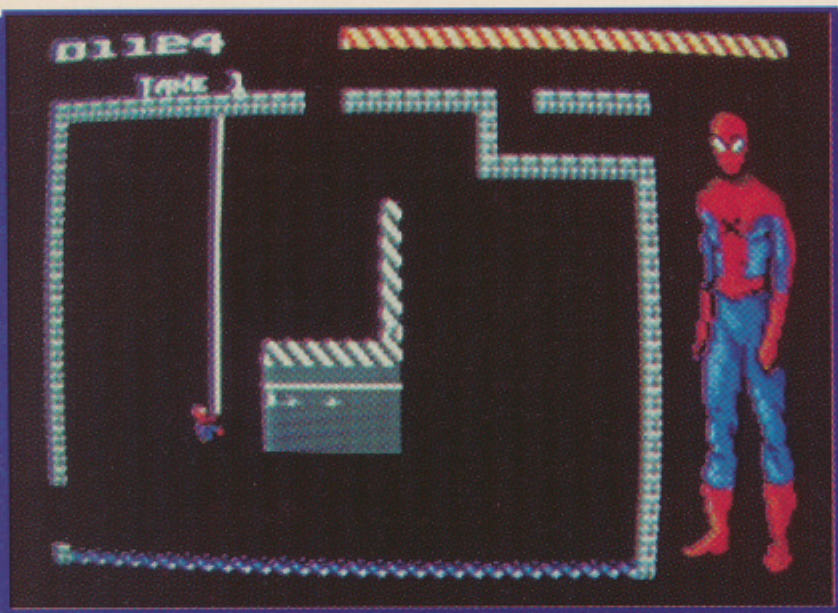
Now Peter has a rather lovely wife called Mary Jane and she's been

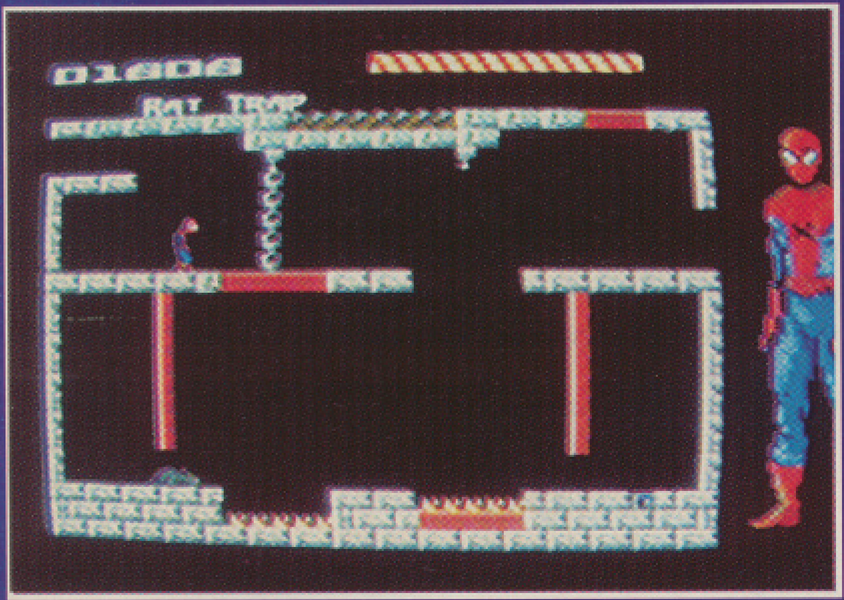


Mysterio's end? I think that's enough bottom jokes for the day, thank-you-very-much-sir!!! Bet he farts rockets though! (Ooops!)



My mummy would love to get her revenge after all the washing up I've refused to do over the years. Boy am I naughty I deserve a good spanking (hee, hee!).





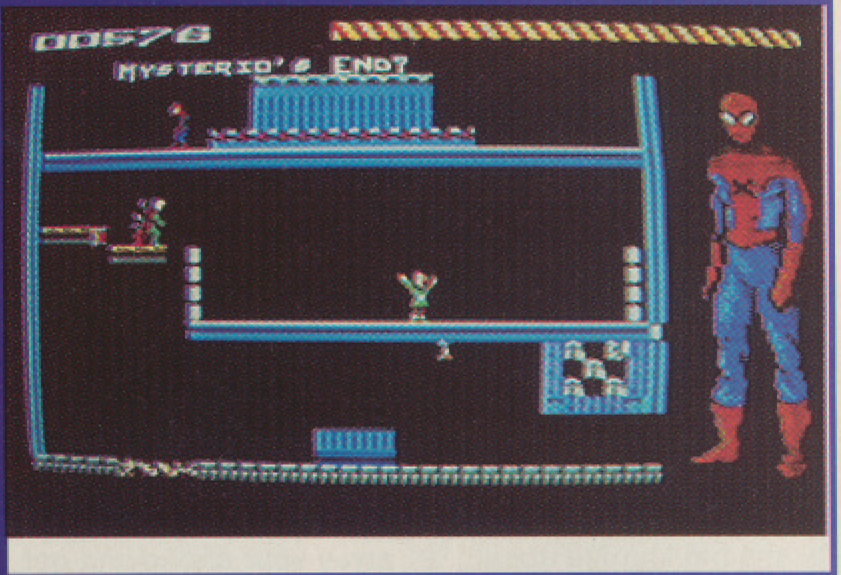
✪ Ooh, he's got him by the clappers. Spin your web spidey, otherwise you may never have children, and that would make Mary Jane really sore!!!

kidnapped by the evil Mysterio. And in your Spidey guise you must venture into his lair and rescue her, and if this isn't a doddle then you should hang up your web-slingers and take up window cleaning instead.

Unfortunately this isn't a doddle, 'cause this arcade adventure cum platform game is huge. It is set in the Rockwell Film Studios, which is really an excuse for the programmer to have a multitude of different sorts of location, and instead of having a simple, normal platformy game, there are thousands of puzzle elements that must be completed before you can really progress.

This is normally in the form of switches that must be thrown for certain doors to open, and for passages to unblock. But sometimes the switches for a door on a particular screen will reside on a screen about five locations away. A lot of thinking must be done, and a liking for exploration is an essential property. The arcade factor is quite dominant too. There are tons of robots, mummies and other minor denizens all roaming around, and if they touch you your energy bar is sapped faster than a forest visited by a glue manufacturer's convention.

The energy bar also has chunks ripped out of it when you tread on a trap, crushed by moving platforms, touch electrified walls or floors, and generally when you do anything other than pack your Spidey bag and go down the pub. Fortunately for you, although that Mysterio is literally a Mystery, the major villain has supplied a few healing rooms scattered around the building, they'll restock your entire energy and leave you with that glow that you'd only normally



get after using a very soft toilet paper.

And if you chuck in the fact that you can stand, crawl, and crouch anywhere - on the ceiling, floor and walls - and you can shoot webs at baddies and at other walls to help you ascend, you just about have it. The main character sprite is absolutely tiny, but he's better animated than anything I've ever seen ("256 sprites of animation" boasts the box) and the rest of the graphics, although basic, have something of a well-designed look about them.

The playability is where this little superbaby cooks though. Once you've gotten used to the weird happenings of a man that can stick to even teflon coated surfaces, you'll be as hooked as the man who once exclaimed "Ooo, I've

YC FUN ONE

CREDIT CARD

◀SONICS Not really that noticeable, but at least that means it doesn't grate.

◀GRAPHICS What they lack in largeness (they're minute really) they certainly make up for in animation.

◀FIX FACTOR The control methods (ie. the ability the dangle your whatnots from anywhere) take a little time to get used to. And the puzzles start nigh-on from the start.

◀HALF LIFE Once you've been grabbed by the bodystocking, this is one ride you'll want to stick to.

NAME: The Amazing Spiderman.
SUPPLIER: Empire.
PRICE: £ 10.99 tape, £ 14.99 Disk.
RELEASE DATE: Out Now.

OVERALL **87%**

A very good platform game that updates the old genre with loads of features that'll keep the 90s commie owner more than happy.

0898 NUMBERS AT NIGHT - BRITISH TELECOM'S DELIGHT

We all know that these 0898 numbers exist, but should anything be done about them? For a start, are they worth the enormous amounts of wonga that's spent on them all the time? We gave Jeffrey Davy a pocket full of ten pees and got him hanging on the telephone.

It was difficult to miss the big kafuffle about 0898 numbers last year. The media had their hands in the air, young addicts had their hands on the phone, parents had their hands in their pockets and the line operators and British Telecom had their hands full of dirty dosh ready to be stashed in industrial-sized bank vaults.

Then a strict code of practice (a list of do's and don'ts) was slapped on 0898 operators and everyone forgot about them for a long while. But now they're back, BACK BACK!

In recent months there've been little adverts for 0898 services creeping into certain other shady computer magazines (cross fingers, hope that Rik hasn't sold loads of YC's advertising space to them this month) like Zzzzzzzzzzap and Computer and Vegetable Games.

So ...what in the world are they, why, who are the shady Mr./Ms. Bigs that run them, who makes the cash and are they safe to call - or will British Telecom come and take away your phone and get the Police to arrest you?

"I hear you, Telephone Thing, listening in ..."
- THE FALL: "Telephone Thing"

When you dial one of those message-based 0898 numbers (not the chatline ones) - and the range is astounding, from dial-a-doctor to dial-a-girlie - you get put through to BT's computer. In this computer are all the recorded messages for the lines and, after the computer has worked out which line you've dialled, the appropriate message is played.

At the moment it sounds much like ringing an answering machine (crackle, garble, grate) but as you read this, BT should have turned the system digital. In the case of, say the Mel Croucher Computer Fun Line, this means it will sound like Uncle Mel is sitting next to you (shudder!).

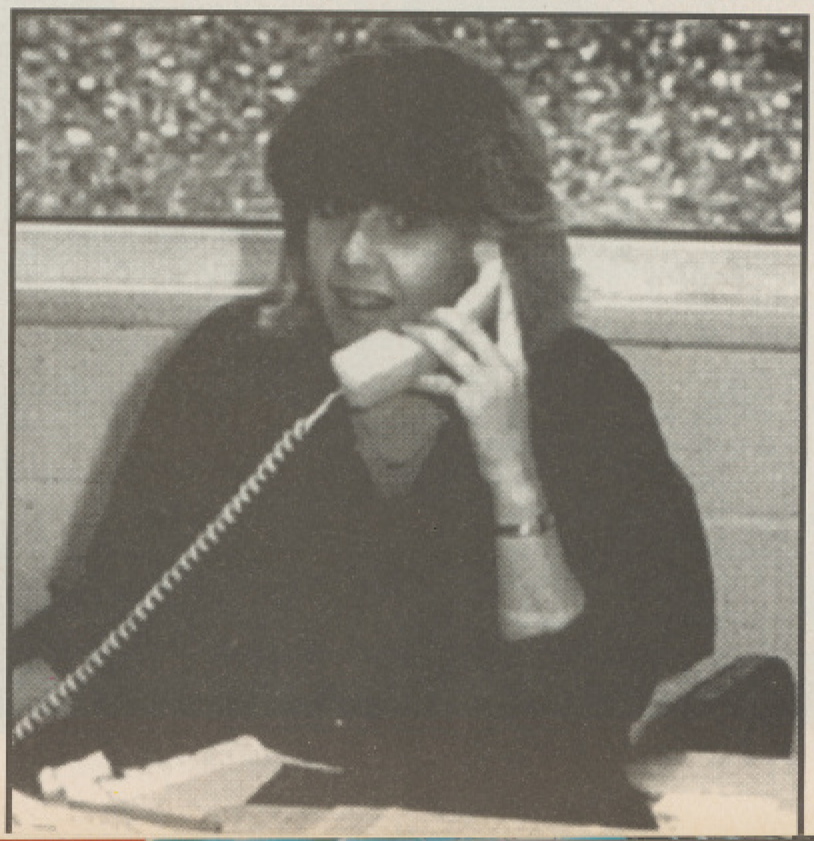
The main feature of them is the cost (which is, but the way, imminently to rise even higher). As the ads say: "Calls are charged at 25p per minute cheap rate and 38p per minute at all other times." Of the 25p of 38p, 17.5p goes to the person who runs the line and the rest goes to BT.

Some of the most popular lines have tapes that run for 3 minutes so, as you can calculate (er... 25p+25p+25p = 75p, 38p+38p=38p=£1.14) it can get expensive very fast. Some other lines go on for much longer and it's very easy to get bound up listening to them so that you don't notice how long (and how much) you're spending.

"Ring, ring, why don't you give me a call?"
- ABBA: "Ring Ring"

The lines themselves are an odd mix. They've got something of a reputation but really are, in the main, "mostly harmless". Especially the computer orientated ones.

Mel Croucher's line





contains a lot of computer industry in-jokes - it's a slanted and satirical look at the industry news and rumours of the last week with Mel's words of wisdom and some neat sound effects and music.

Compared to this, the "Megatip Gameslines" was, yaaaaaawn, boring. I lasted 15 seconds before I put the phone down. I suppose I wasn't looking for any tips but is it worth 75p to hear someone sayings things along the lines of "Spam Invaders; Drive your ship left and up the wrong way along the track, you'll hear a pinging noise, now head back again". Aaaaaaaargh! Boring!

Perhaps the most interesting (apart from the damp squib "How do you score with girlies" line - wouldn't it be better to be out there finding them rather to talking to a computer? I know I prefer it) was the "Naughty Joke Line" - now that was funny, as were the truly tasteless jokes advertising alongside.

Such gems as (and you'll have to forgive me if I don't tell it quite right - this is from memory): 'Bruce and Bruce go into town and win a talent contest in a pub. Bruce wins a bogbrush. After returning, the two Bruces don't see each other for a while but one day, they meet in the street. Says Bruce: "Is that bogbrush any use", says the other Bruce: "Naah, so I went back to using the loo roll!"'. Boom, boom, as Basil Brush used to say.

This line ran and ran. It must have cost a fortune to listen. Thank God YC was paying my bill (what do you mean "No it's not", Rik?).

"In-fo, Freak-o, there is no end to what I want to know"

- JESUS JONES: "Info Freako"

Bruce Everiss, who runs four 0898 lines (Mel Croucher line, Megatip Gamesline, SAM Coupe Hotline, Tony (Mr. Polite) Takoushi Console Line) thinks people rung them because of a "hunger for information". Much like that Jesus Jones song.

He says his lines get at least a thousand calls in the day and he doesn't like his service being compared to 0898 "dial a woman to talk dirty 'pervo-lines'. "I provide a quality service" he says.

And just who are his lines aimed at? "With Mel's line, most or every games software house listens to it every week to see what we're saying on it!" he reckons. (Mel Croucher, meanwhile, who claims he gets a "modest fee" for his three minute epics, says "It's therapy".)

The SAM Coupe line is for those poor souls who have no support in the world for their abandoned computer, the Tony Takoushi Console Line has a self explanatory audience and the Megatip Gamesline is compiled by the people who make the 'Action Screenplay' mag-on-a-vid and is designed to be "authoritative". Hmmm.

Bruce runs all his lines according to the strict code of practice. For example, part of this code means that he has to put his name and address on the ads, along with the call costs and, if the lines are aimed at under 18's, a line that says something along the lines of "These calls cost more than normal, please ask your parents before you call.".

"Telephone Operator, why can't I call you later ...?"

- PETE SHELLEY: "Telephone Operator".



The fact that they're so abnormally expensive makes them quite a dodgy bet for the consumer. The companies that run them love them, though. One computer related company's line is rumoured to have made nearly £45,000. There could well be more money in these phone lines for them than in what they normally do!

My advice would be to steer clear unless you have a very firm idea of how long you're going to be on them and where the cash is coming from - and as for chatlines: the bill will undoubtedly be astronomical! Get out and about - do things, meet people.

Why listen to recorded messages at exorbitant rates? Answers on a postcard please ....

Look out for the Jeffrey Davy Spam line, to be followed by his purchase of a Rolls Royce and a holiday in Cuba.

CHIP'S CHALLENGE

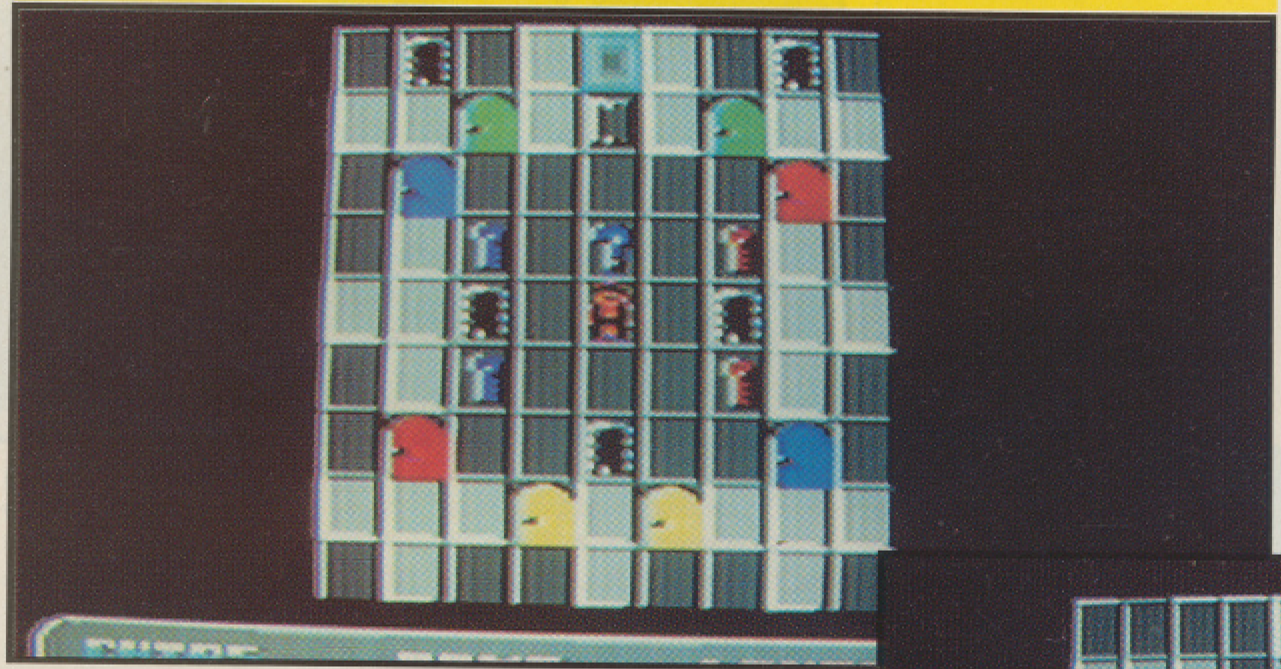
What we wouldn't advise you to do, unless you're either a technical wizard or a psychopathic maniac, would be to get a screwdriver and open up your commie. If you did though you'd find loads of black oblongy things that don't look anything like those fries you get down MacDonalds. Rik Henderson loses his chips with this fiendish new puzzle game from US Gee.

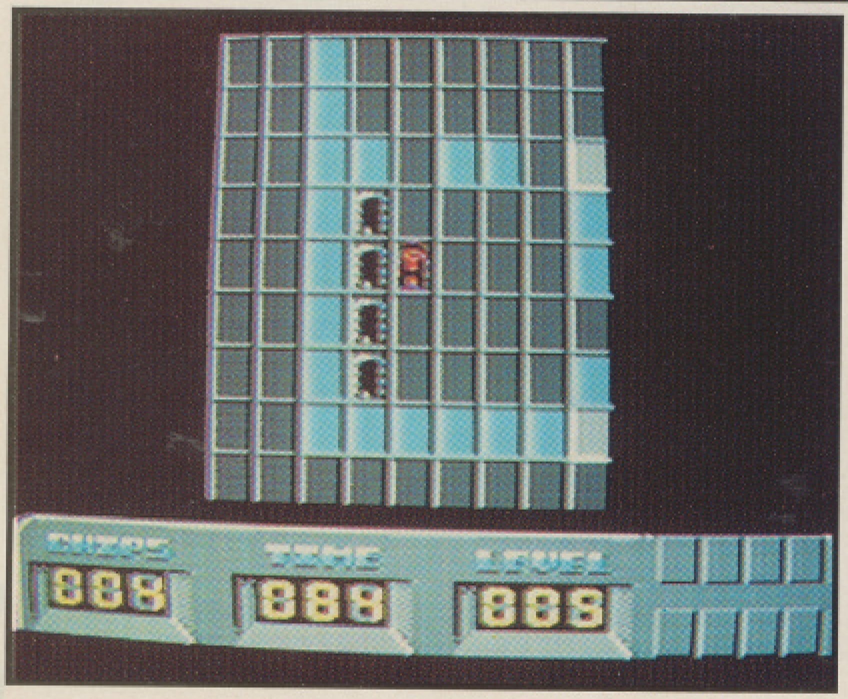
What do you get if you cross Pacman with a bit of Plotting, a bit of Curse of Ra, and some Bombuzal thrown in for good measure? Not Chip's Challenge because it's really rather more original than first impressions would have you think.

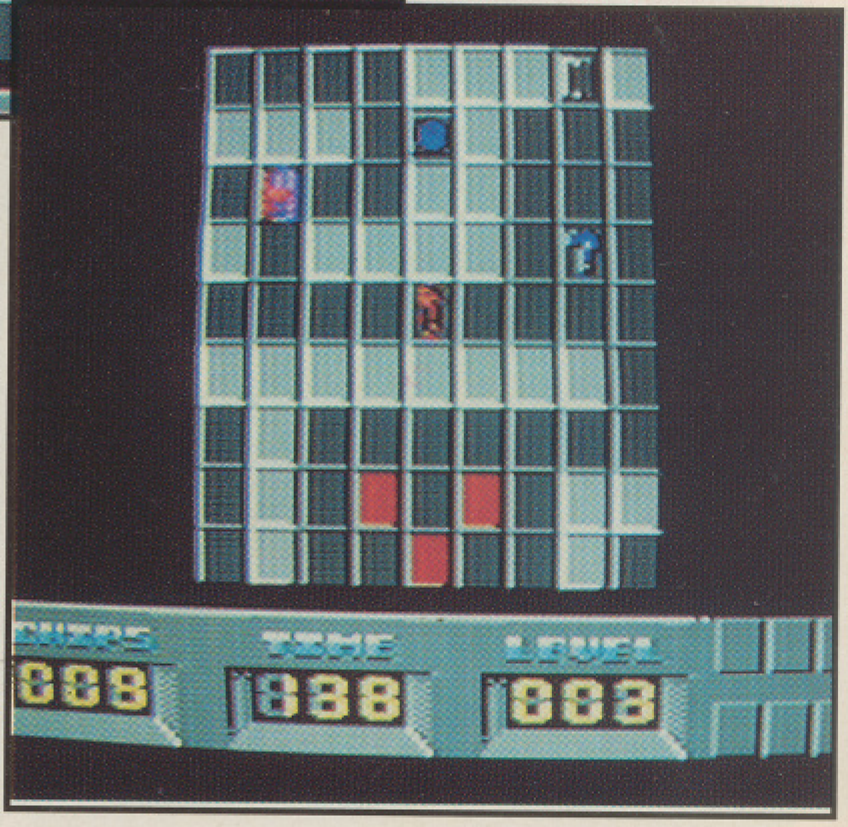
You are Chip, which is really a stupid name for a piece of potato let alone a strapping young geezer, and you are rather desperate to join the Bit Busters computer club. Unfortunately it's not like the masons or anything and you'll not get in by just showing your right nipple and rolling up your trouser leg, nope this club is run by Melinda the Mental Marvel.

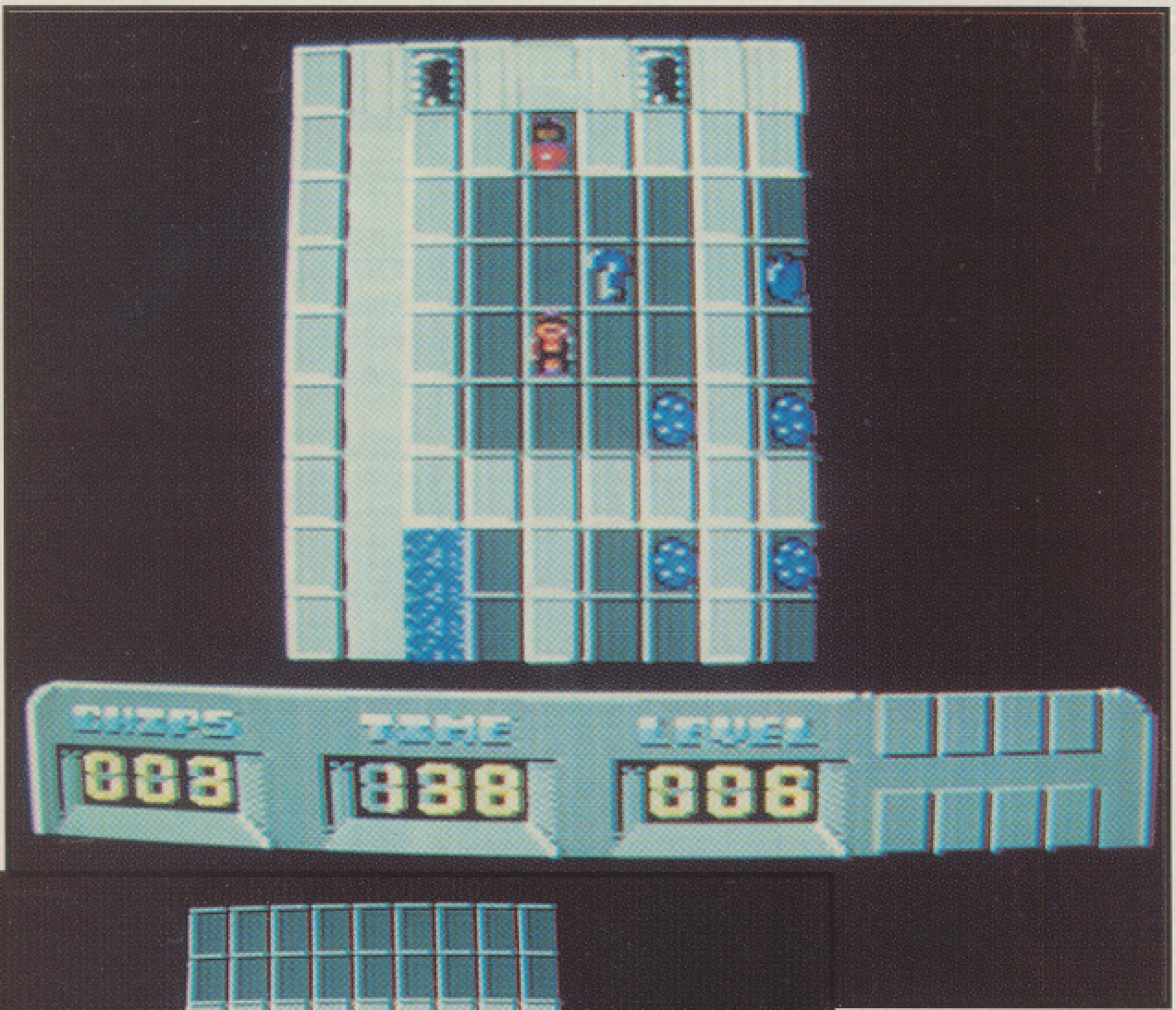
Now she's a bit of an old cow who'd love to see Chip squirm in front of her, and he would because he wants to join the club so badly (especially to get his hands on a rather fetching Bit Busters T-Shirt), so instead she's given him a rather hard task to perform before he can become a member (anybody this stupid would have to be a member already, if you get my drift).

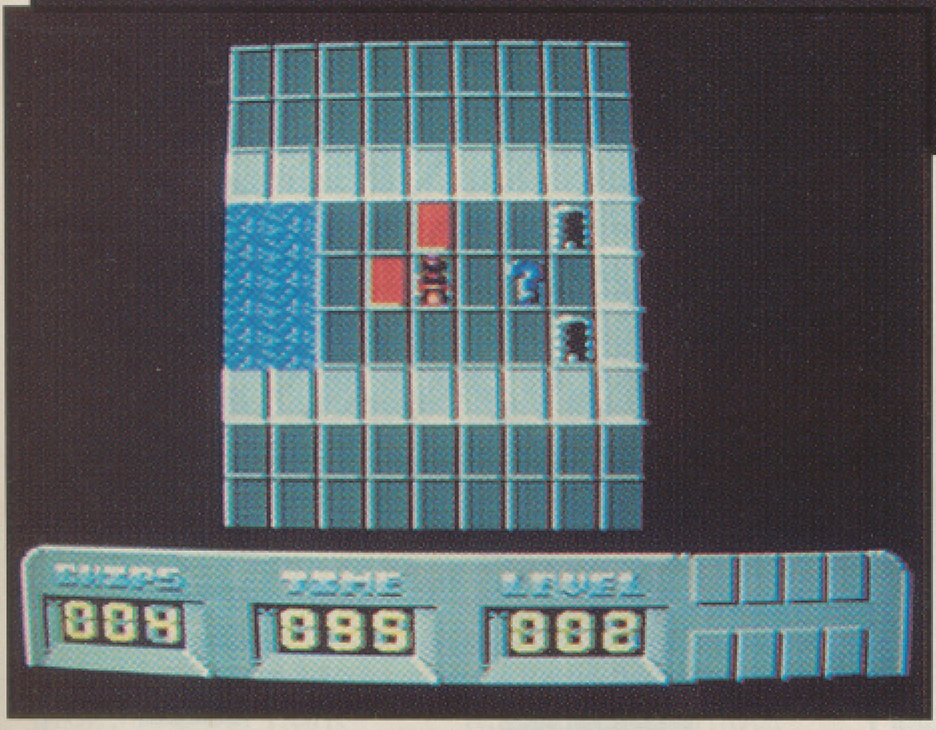
So what he must do is go through 149 (stupid number yes, lots of them certainly!) levels of puzzling action. In all of which he must collect a number of chips (not the hot, sweaty kind that you find accompanying your slab of Plaice, but the computery kind) that are liberally scattered around the gaff. But this is not as easy as it sounds, there's doors to be opened (with the right coloured key), ice to be avoided, along with fire and water, and more hazards than the M25 on a cold Friday night.

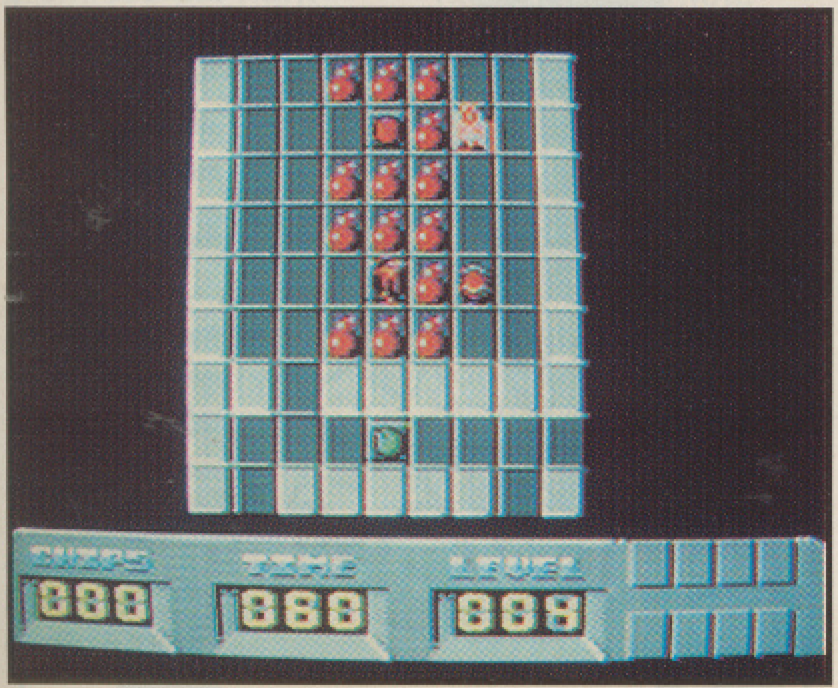












counts down while you're thinking and time is of the essence. Also on the score panel is the number of the level you are currently on and the amount of chips on the screen that are still to be scooped up. Fortunately each level also has a code word so that you can jot it down and return to that screen at a later date (there's nothing worse than losing all of your lives on level 148 and having to play through them all just to get the final one).

The graphics are not spectacular, they do little more than serve their purpose, and the music/SFX are as average as they come, but the gameplay is of the kind that'll grab you by the joystick and will not let go no matter how much you long to get into a lovely warm bed.

And you have to work out ways to collect them in a certain order. Luckily the first ten levels are fairly simple and allow you to just get a grasp of things, after that you are in hardsville, and it's no use running to mummy 'cause once you're in it's very hard to come back out.

And not only do you have to work out ways to collect them but it has to be done lickity split, there's a clock that

YC FUN ONE

CREDIT CARD

A real disappointment, there's no music that get's faster as you fail to **◀SONICS** complete the puzzle.

Pretty bland to be fair, but there's not **◀GRAPHICS** much more you could do with them.

◀FIX FACTOR Very simple to get immediately into, and easy to grasp the concept.

◀HALF You'll be playing this'un until you've finished the very last level, before you get to sleep.

NAME: CHIP'S CHALLNEGE
SUPPLIER: US GOLD
PRICE: £10.99 TAPE, £15.99 DISK
RELEASE DATE: JANUARY 91

OVERALL 89%

A very good puzzle game that offers so much more than the more unoriginal block shifting competition.

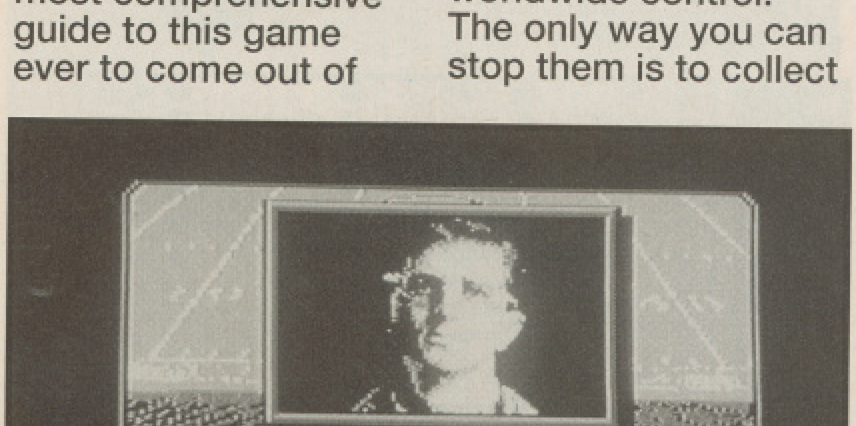
Another new look and style to the cheats section, but then Eugene's so hard that could can do just about anything he likes. If you think altering a tip column is terrible you should see what he does to little kittens.

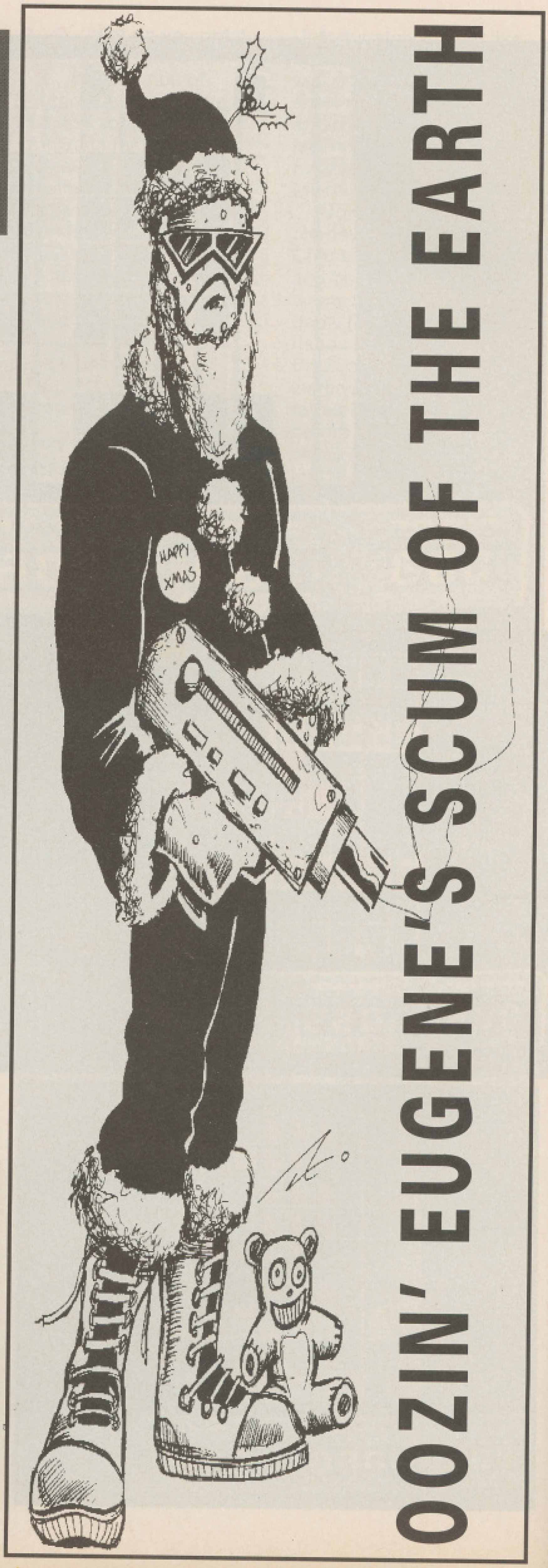
Oi you, come over 'ere and listen to what I've got to say. Rik came over to me the other day and told me that things have got to change around here. No longer can we give away T-Shirts and Games to those who hail by the name of Scum of the Earth, nope we're giving away cash instead!!! Although the ranking system is being thrown out of the window, and qualified scum will receive the amount of spondoolies that we think their tips are worth. Also I'll be analysing at least one complete game every month in full.

MEAN STREETS

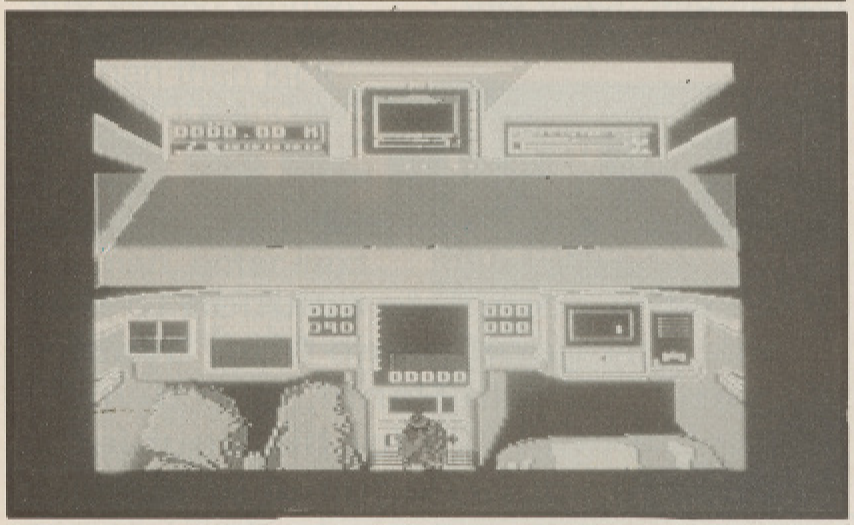
Here it is kids, the most comprehensive guide to this game ever to come out of Scum city. I've been slaving over a hot kebab to bring you this so you'd better be thankful.

The main thing to remember about this game of mystery and intrigue is that you must thoroughly search every location in full, do not leave a stone unturned. You'll soon discover that the suicide of Carl Linsky was indeed a murder and that you're involved in a far bigger plot than first impressions. In fact you'll find out that Carl Linsky was a scientist working on project 'Overlord', which is a satellite that can completely control people. Behind this are the men in charge of Gideon Enterprises and the Law and Order party who are obviously out to get worldwide control. The only way you can stop them is to collect









eight passcards and the passwords that go with them from eight scientists that are (or were as Carl Linsky was one of them) working on the satellite.
The best way to get the passcards and words is by searching the scientists' apartment when they're not around, but if they steadfastly refuse to leave the premises the right type of conversation will force them to part with the necessaries.

THE PASSCARDS

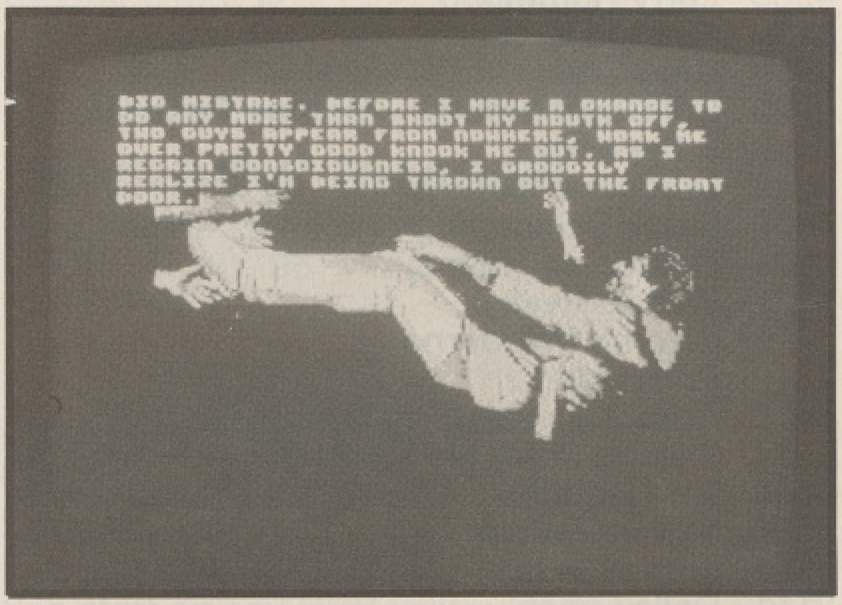
These are the passcards and the words that go with them

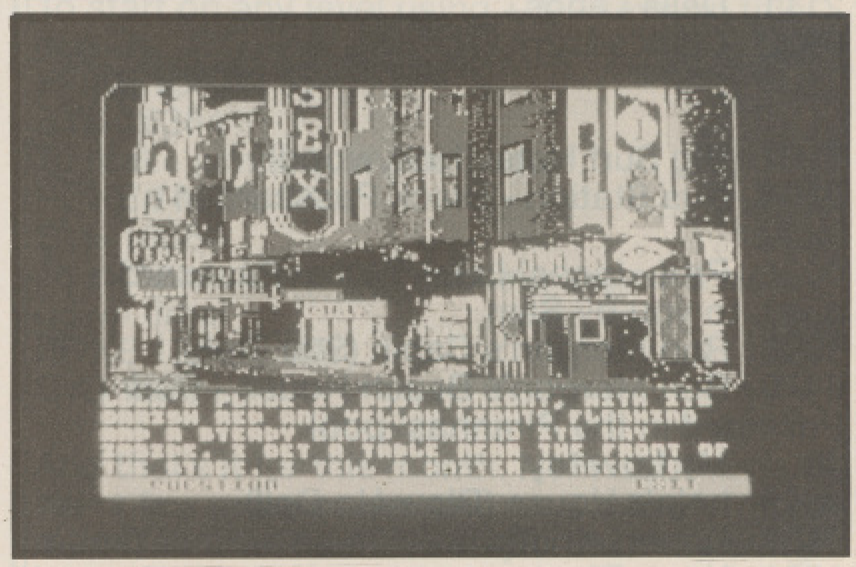
Green - Pawn
Yellow - Queen
Grey - King
Black - Rook
Orange - Checkmate
Purple - Knight
Blue - Bishop
Red - Stalemate

When you have all eight passcards and words go to the main computer at Gideon Enterprises (4550). Here you'll be captured and put into a room with a furnace, you must get the mask from the panel and activate the furnace by remote control. A robot will enter the room to stop the furnace and you should run through the open door before it closes.
You'll now find yourself in the computer room and you have just a minute to enter all the passcards and passwords (saving at this point is a very good idea) before you're caught. Once you've done it you'll be confronted by the end sequence, well done, you've finished the game.

GENERAL HINTS

Always write things down, especially location codes, that pop up in conversation. Write down exactly who knows who at all times.
Never threaten people, it'll only get you a bruised nose, try bribery instead.
If you run out of cash you'll have to try a spot of Bounty Hunting, this gets far easier when you've got the knack.
Big Jim Slade will be shot, you must hurry with your questioning. Robert Knott will also be shot, but only if you ask him about Gideon Enterprises.
Although there are many humourous elements to the game, it is a good idea to solely concentrate on the passcards, there are a lot of red herrings also (and a few wild goose chases). Never forget that you can't complete the game without the cards, so if anybody is shot, and you can't get their card all you can do is switch the computer off and go back to a point that you've saved.
Lastly, save often.





THE COMPLETE LIST OF LOCATIONS

4680 Inspector Steve Clements
4670 John Richards (Medical Examiner)
4663 Carl Linsky
4660 Flat
4920 Delores
4657 Shoot-out Thug (Witness)
0439 A Ron Sternwood
4675 Warehouse - Blue Passcard in Band Aid can
7012 John Klaus - Green Passcard given to you by John
8231 Maurice Gribble
6211 David Pope
4935 Larry Hammond
5170 Sonny Fletcher
4753 Greg Call
3720 Cal Davis (House) - Orange Passcard in a box in the cage
3614 Detective Monroe
4650 Frank Schimming
3891 Giddeons (House)
4621 Wanda Peck
4623 Jerome Milbourne
7312 Ed Bradley
4610 Arnold Dweeb (Football Ground)
4577 Brenda Perry
4590 Tom Griffiths
4599 Sandra Larson
4931 Jorge Valdez
2111 Della Langs
9932 Clark's Lab

5162 Big Surf Hotel (Hollywood)
5194 Bus Station - Black Passcard in a locker
0021 Prof. Jones' Lab - Yellow Passcard given to you by Sam
1998 Ron Morgon's Cabin (Star Trek)
6470 Ron Morgon's Beach House - Red Passcard in the Piranhas' pool
4603 Ms Lovetoy
4605 Lola's House (Blow Up Doll)
0132 Robert Knotts
1231 Harry Rice
5037 Law And Order (Office) - Grey Passcard in the safe
4921 Big Jim Slade
2713 Bazil
3199 Stanford Gutman Demille
4122 Melba Weidbush
4550 The End Sequence (Mr Big)
8911 Lab (Robot 'Warning') - Purple Passcard on the shelf near the vine
4525 Ron Meat
4421 Sylvia Linsky
4674 Pete Dull
1700 Gold Diamond Mine
1710 Deeded Property
1715 Blaze Wiener

VENDETTA

Here's the complete solution to this stonkingly good game from System 3, care of Martin Pantil, who owns himself a cool £25 for his troubles (it pays to supply original tips).

Level 1

Use knife to kill man, then collect the wire cutters. Kick door down. Collect the 3 grenades after killing man, then collect the AK-47 and the ammo. Exit room. Use AK-47 to kill man. Go to next screen and kill man with AK-47. Go to next screen and kill the man with AK-47. Then climb ladder and kick door down. Enter room, kill man with AK-47 and collect red tape, computer disk and car map.
Enter next room and kill man using AK-47 and collect blue tape and computer code, which you can get by collecting the manual in that room. You will now have the weapons system for the car.
Enter the next room and kill man. Collect Uzi and car key. Enter next room, kill man, collect ammo, insert red tape into T.U. (System 3 logo appears), insert blue tape (doctor's daughter appears). Enter last room, kill man and collect necklace. Exit all rooms until outside. Use a grenade to kill man. Enter next screen, collect bullet proof vest before you try to kill man and then kill him. Enter car using key.

Level 2 (Car Section)
R=Turn right at junction
L=Turn left at junction

R, L, L, R, L, L, R, L,
R, L, L, R, L, R, L, L

Level 3

Use Uzi to kill man, kick down door and

enter room. Collect car map, ransom note and handbag. Exit room, kill man and enter next screen. Kill man but do not enter room. Enter next screen and kill man. Enter next screen and kill man. Enter next screen and kill man. Enter next screen and kill man. Climb ladder and collect ammo. Enter next screen and kill man then kick down door and enter room.
Kill man, collect ammo and exit room. Kill man, enter next screen and kill man. Enter bomb shelter, kill man and collect shoe. Exit bomb shelter, kill man and enter next screen. Climb into car
.

Level 4 (Car Section)

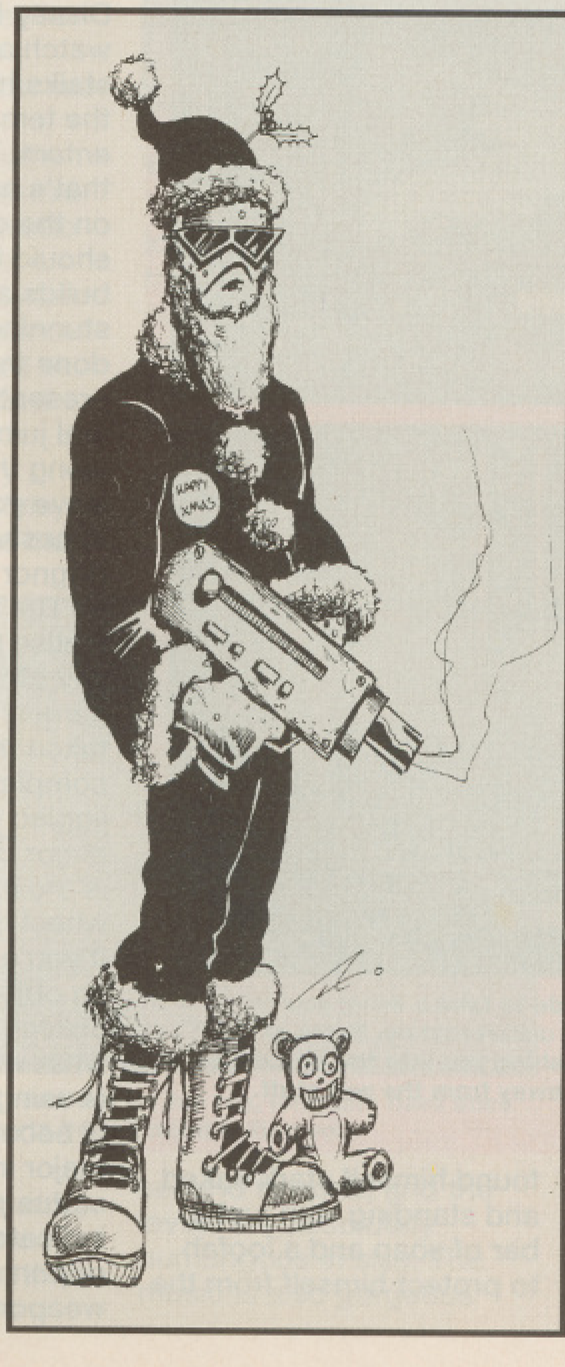
R, L, L, R, L, L, L, R, L, L, L

Level 5

Use AK-47 to kill man then kick down door and enter room. Kill man and collect bullet proof vest and disguise. Exit room.
Kill man and enter aircraft hanger. Kill man and enter next screen. Kill man and collect ammo. Enter next screen and kill man. Enter next screen and kill man. Enter next screen, kill man, collect ammo and climb ladder into aircraft. Kill man, enter next section of plane and kill man. Collect car map and diffuse bomb by cutting the wires in this order: Middle, left then right.

Level 6 (Car Section)

R, L, R, R, R, L, R, R, L, L, R



Level 7

Use Uzi to kill man and enter next screen. Kill man and enter next screen. Kill man and enter next screen. Kill man and enter next screen. Kill man then turn around and go back to the stone statue where the doctor will be lying. Collect briefcase and you will have completed the game.

POKES AND SHORTS

The following pokes are for games that have appeared on our cassette, and have all been supplied by Elvedin Corhodzic, Melbourne, Australia. He wins £15 for his trouble.

POPPER

To reduce sprite collision sensitivity
POKE 6155, 12
SYS 2100

RAINBOW CHASER

For infinite stamina
POKE 48381, 96
SYS 32768

FROGS IN SPACE

For infinite lives
POKE 18087, 173
SYS 16384
To start on any level using + & - keys on title screen
POKE 19672, 31
SYS 16384
To make jumping in pod easier
POKE 18938, 96
SYS 16384
To increase bonus for landing in pod & slow down timer
POKE 17624, 188
SYS 16384

And that's it for this month. Next issue we'll see a few more pages and a couple of t'riffic maps, so until then I'll see ya down the curry house amongst the rubber plastic trees, and fruit flavoured candy sticks.

LAST NINJA 3

First there was the Last Ninja and it did rule the land and did kick ass as arcade adventures go, and then came Last Ninja 2 and that did take over from its predecessor and it too did rip the googlies off all competitors, and briefly there was Ninja Remix, which was really Ninja 2 in a new Ninjing suit. But now here's Last Ninja 3. Rik Henderson checks out the latest and greatest of the trilogy of four...

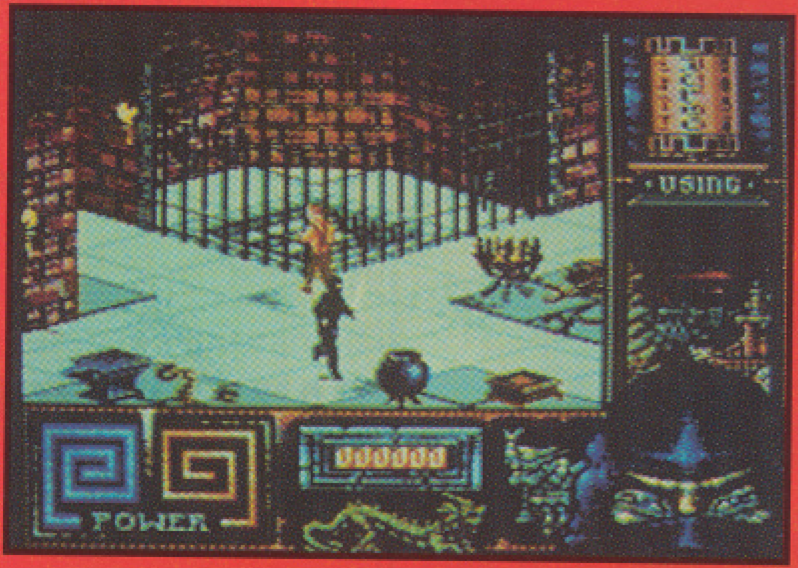
Right everybody, you can forget about green, rubbery suits that smell of fish, you can forget about apple sauce and cheese pizzas, you can forget about whiffy old sewers, and you can forget about crumbly sensei rats called 'Splinter', the real pixelised Ninja is back and he's gonna make you wish you'd never heard of the Teenage Mutant Ninja Girlies.

For a start he wears a lovely Ninjistic shade of black, not a dayglo red mask, and he's more interested in saving the world than riding skateboards and dancing. Not once does he say "Yo dudes!" or "Bodacious", and it would be a sin to hear him utter "Cowabunga". Nope this guy would rather take on every bad 'dude' in the world than make a movie, 'cause he's the hardest that you could possibly get (apart from the knitting classes, of course).

But our man has been brought back from his early retirement, and home-made sweater business, by Kunitoki, his worst enemy. One minute he was in the shower scrubbing himself down with Imperial Leather and singing "Itsy Bitsy Teeny Weeny Yellow Polka-Dot Bikini", when poof, he found himself stark naked and standing with just a bar of soap and a loofah to protect himself from the rigours of the Tibetan mountains. Fortunately he managed to find a herd of Sasquatches ('Big Foots to you and me) who swapped his soap and long pokey thing for a home-made Ninja outfit, and they led him to the gates of a rather big temple that has just appeared in the middle of their community.

And it is here that you find yourself when the game has loaded. And thanks to piece of Walt Disney like animation you watch as your Ninja guy stalks his way closer to the temple and finally enters. This is something that's not done very often on the commie 64 and should be because it builds atmosphere quite stunningly. But all said and done this is just presentation, it's when the real juicy meat comes along that your eyeballs leave your head and rent a Timeshare apartment in Bognor Regis.

The first thing that you realise (if you've played any of the previous Ninja games) is that somebody's taken the status area and completely redrawn it and jiggled it around a bit. The major changes to the area is the inclusion of a prayer wheel that spins to reveal if you are standing next to an object that you can collect, it also reveals what weapon any enemy is using against you. This is because of the second major inclusion into the status panel, the Bushido indicator. If you fight an opponent with the same weapon that he's using





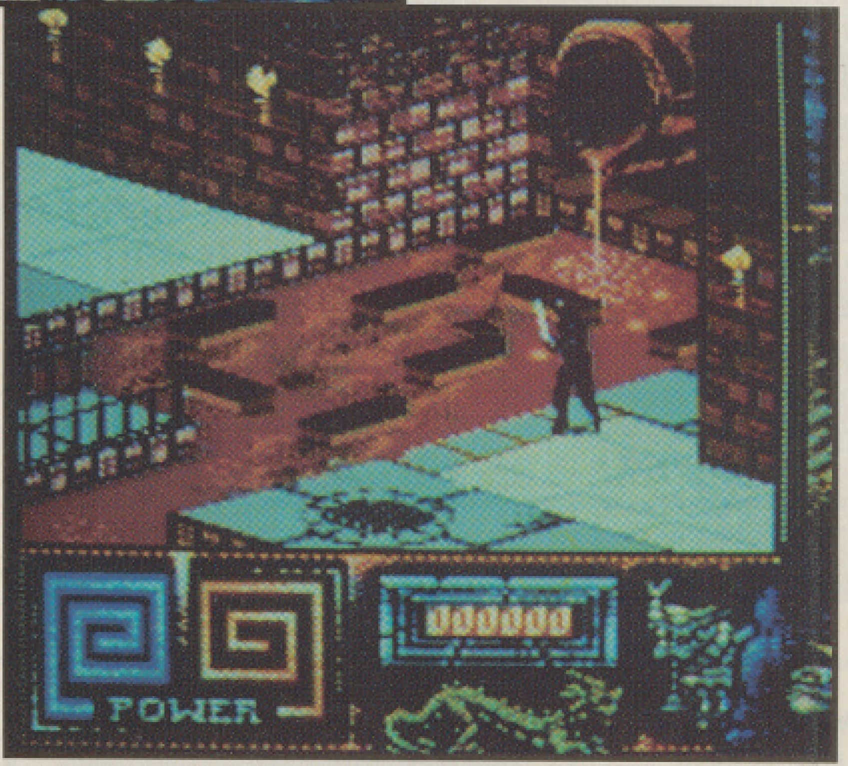
The water level - If you decide to take a swim you're looking at a rather wet ending unfortunately. Some of the meanies are quite adept at pushing you into the stream, so you'll need to keep your back away from the wet stuff.



you'll receive Bushido points, and you need a large amount of Bushido to be able to complete the game.

The rest of the panel is similar to before with the power bars, a 'using' box, although for the first time there is a score box which gives the game a little more lastibility even if you've completed it, you can go back and try to do it again but with a bigger score.

The levels themselves are not just simple temple layouts, this time they're based around four elements and an extra one thrown in for good measure. There's Earth, Wind and Fire (not based upon the 70s pop combo who sang the original version of 'Fantasy'), Water, and lastly Void, which is sort of based in space, but sort of not if you know what I mean. Each level has a very different graphical style, and different puzzles that must be completed before you can progress. There are also big Shoguns that would like to give you a long sharp suppository that reside at the end of each level, and only if you give them a good spanking can you get onto the next.



Hubble bubble toil and trouble! Don't go near the cauldron! Why? Because it's completely inoffensive and that's not a way to build a good reputation for a ninja.

Last Ninja 3 is not just a heck of a lot better than the original games due to the depth, it's graphics are second to none, and the levels are absolutely humungous in size. The music is also gorgeous and sweetly wafts out of the computer like bluebirds on the wind (erm... sorry, a brief pansy attack).

For many people Ninja Remix (and the previous games) was the best game on the C64 ever (probably) so it's hard to adjudge what to give in the form of an accolade to Last Ninja 3. The graphics are superb, and better than ever before, the music is much better, the levels and puzzles are more involving, there are more variations of baddy to encounter, the status panel is much improved, in fact absolutely everything has been updated, so much so that the abilities of the commie 64 seem to have been stretched so far that nothing could possibly expand upon it (except, perhaps, Last Ninja 4?). It is for this reason that I have absolutely no qualms about proclaiming Last Ninja 3 the best C64 game EVER and I think I'll now be able to retire to a small cottage in Woking-On-The-Wold with the knowledge that I've witnessed the commie do things it's not meant to do.

YC FUN ONE

CONSOLE UPDATE IN KONSOLE KRAZY



Go on ninj him! But mind out for his big, long and hard stick thing, it hurts I don't mind telling you.

CREDIT CARD

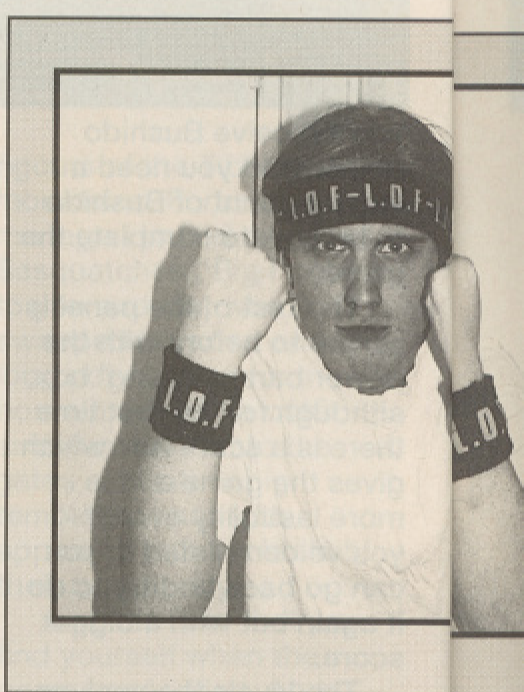
SONICS	GRAPHICS	FIX FACTOR	HALF
A wicked oriental theme that makes your feet just want to tap.	They're the best you're ever likely to see on this particular computer.	It's just so damn addictive.	Those puzzles are gonna keep you going for absolutely yonks.

NAME: Last Ninja 3
SUPPLIER: System 3
PRICE: £9.99 tape, £14.99 Disk
RELEASE DATE: Early January 91

OVERALL 100%

The highest ever score for the best ever game. If anybody betters this I'll eat my commie (and we'll need a new scoring system).

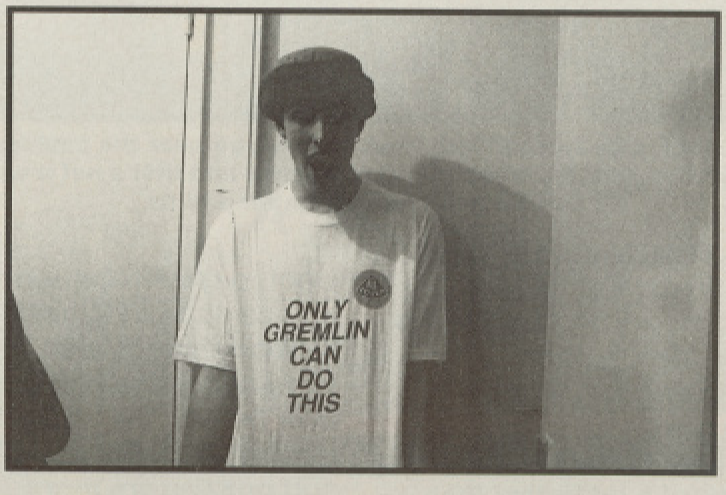
THE YC GO

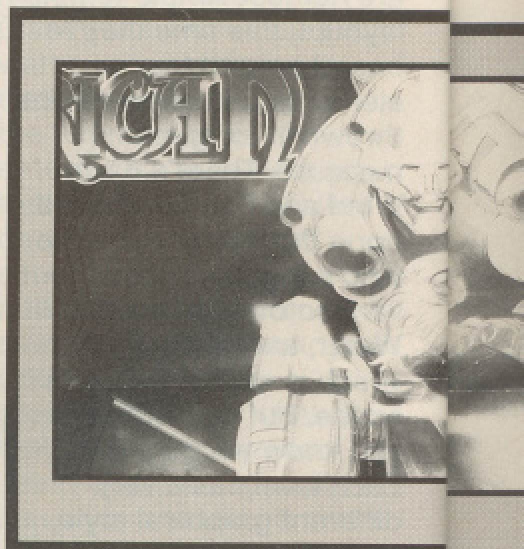


Loads of completely free items can be yours for the price of a stamp and a modicum of luck. All you have to do is jot the name of the prize you'd like to win on a postcard or sealed envelope along with your name and address and chuck it in the post to: **THE YC GOODY BAG, YC, 20 Potters Lane, Kiln Farm, Milton Keynes MK11 3HF.** All entries will then be put in a hat and those drawn out win that specific goody. If you'd like to have the chance to win more than one gift you have to prepare a postcard for each separate prize, but you can stick them all in the same envelope marked **LOADSAPRIZES.**

10 LOTUS ESPRIT TURBO T-SHIRTS

Cool fashion victims wouldn't allow themselves to be seen without one of these funky, high speed T-Shirts, care of Gremlin Graphics. If your chest hair needs covering these'll do the job with a certain amount of flair, but only if you write 'LOTUS T-SHIRT' on your postcard.





50 US GOLD POSTERS

These mega posters are just the job for hiding the large cracks in old, damp buildings. Alternatively, if you won all 50 of them you could redecorate your bedroom, turning it into a shrine of all things Gold. Write 'US GOLD POSTER' on your entry and you could be staring at one shortly.



20 E-SWAT BUMBAGS

These are so cool that you're bound to get a numb bum if you keep them on too long. They're extra handy to put your Semi-Automatic machine-pea shooter in when you're not terminating crims. One of them could be yours if you wrote 'E-SWAT' on your entry thanks to US Gold.



OODY BAG



20 LINE OF FIRE HEADBANDS

You can wear them to parties, you can wear them to the local rave, you can even wear them when you are storming Saddam Hussein's Iraqi palace. US Gold are giving away 20 headbands with the wicked Line of Fire logo on them to the raddest readers who put 'LINE OF FIRE' on their entries.

50 STAR CONTROL 1991 CALENDERS

Keep track of 1991 in style with one of these funky calenders from Accolade. Although the game is yet to hit us, you'll be able to pinpoint the exact date yourself, that is if you scribble 'STAR CONTROL' on that interstellar entry of yours, far out man!





10 COPIES OF TURRICAN

To celebrate the launch of Turrican 2 (see the review next month) Rainbow Arts are offering ten ever so lucky readers the chance to grab themselves a copy of the original game. Write 'TURRICAN' on your entry if you're def enough.

THE BIG CODIES GIVEAWAY (A SONY DISCMAN EVERYBODY)

Codemasters, those wonderful people behind the Dizzy games and the ever so excellent Elephant Antics, have teamed up with us to offer one lucky reader a truly awesome Chrissy prezzy in the form of a brand spanking new Sony Discman (worth over £175).

As this is such a ginormous prezzy we'd like you to name four Dizzy games in order to be thrown into the lucky bag. Also (with the answers) jot 'DISCMAN' on your entry else it may just find the rest of its existance is doomed to laying in the bottom of the YC bin.



MAKE SURE THAT ALL ENTRIES ARRIVE BEFORE 1 FEBRUARY 1991.

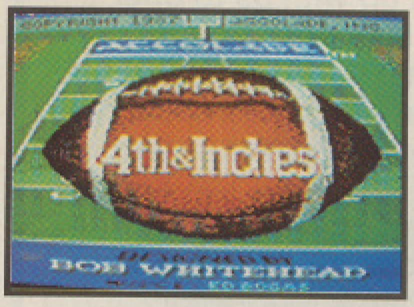
ACCOLADE IN ACTION

It's Christmas again and that means mass compilation time. All those games that you wish you'd got before and can't get hold of now for the price of one game, makes sense dunnit? Rik Henderson wades through the third Accolade collection in a few short months.

Accolade seems to be releasing more compilations than it is original games nowadays, but who cares, the company's back catalogue is so comprehensive and has so many good simulations that the compilations are of a very high quality. And there's always a load of new users of the commie that shouldn't miss such good games anyway

4TH AND INCHES

This is the second best American Football game ever (second only to the more recent challenge of TV Sports Football) and is also one of the best sport simulations currently





available. It emulates the crunching spankiness of the hard hitting US sport with a more arcade tint, and from a side-on perspective.

For those whose knowledge of American Football is limited to adverts for chocolate biscuits the idea of the sport, and therefore this game, is to progress the oval football down the field and over the opposition's endzone. Of course they not only try to stop you, but also try to get the ball in their possession in order to score points themselves. The rules are many but the principle should be picked up with little difficulty.

Apart from the major arcade action you also get the chance to choose the players for your team, with a choice of two for each position. And when you get to the play screen you realise that the whole game is structured around options and how you perform those options, and what a jolly option orientated game it really is.

You can play against the computer or against a friend, and both offer different variations of play. A great old game with enough violence to keep even turtle fans happy.

OVERALL 89%

FAST BREAK

This is the basketball version of 4th and Inches really. It's not as accurate to the sport as 4th and Inches is to its, but the Accolade trademark of cramming as many options as humanly possible into a game and then some is upheld yet again, making Fast Break





stand out from the many basketball games that the market was flooded with in '89.

Again you get to choose your team from a selection of two players per position, but there are only three players per team, which is not really too many (unless they're a pack of blind mice, or French musketeers) compared to the five that play in a real basketball team.

The action is seen from a corner of the screen view and when you pass the half way line, the screen flicks to the other net. If three-on-three basketball is your thang then you could do worse, but Fast Break isn't the best game on the market and it's not the best basketball game either really.

OVERALL 68%

GRAND PRIX CIRCUIT

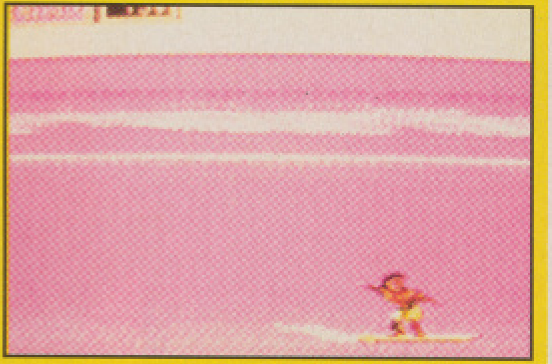
And now we come to what could be described as the best motor racing simulation game that has graced the commie.

Again this is partly due to the amount of options that can be found before a race or season. You can choose what car you wish to race from a Ferrari, a Williams, and a McLaren, and there's a difficulty level that allows anybody from beginner to super stonky Nigel Mansell type to have the same chance of winning in the game.

Also when you get onto the track you realise that the game is still a cut above the rather more oily types available. The road moves realistically and at a fair speed for the commie, and the other cars seem to have more intelligence than the blobs that you find in games like Chase HQ.



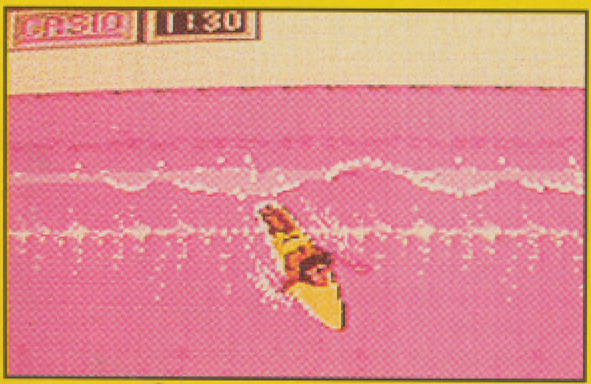
THE BUDGIE COLUMN



This is one of the rereleases that, when announced, made me jump up and down and put on my big baggie bermuda shorts. When I fell off the skateboard a few times too many I decided that it was best just to wait for the game to come out 'cause it wasn't half as painful (unless you caught your fingers in the datasette and some large elephant came along and sat on it).



California Games was the most crucial of the Epyx games range because it drew away from the usual sports theme and focused entirely on excellent rad pursuits, and still does of course.
Skateboarding is there in the form of the wicked half-pipe which is a very splendid version of the sport. Surfing, foot-bagging, roller-skating, BMX biking and frisbee throwing are also all included and the only thing you need to get the whole thing together is a small pile of sand, a bottle of coke, and several tanned hunks and babes all gasping in awe at your prowess.
What a great way to spend a dreary, wet, cold English winter.



Another rerelease, this time in the form of an irritating little brat who leaps around and plays with his plums (or other sorts of fruit).
It was originally an Activision release, and was the last form of this sort of game to hit the shelves, which was peculiar as the arcade machine was completely original. It is for this reason that it looks ever so dated indeed at this moment in time.
You are 'Wonderboy', a prepubescent sprog who has the hots for some girly

SEGA MASTER-MIX

Just as Platinum is US Gee's Capcom coin-op collection, this is the company's assortment of Sega conversions. Rik Henderson looks through them to find the coconut flavoured one with the liquorice in the middle.

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SUPER WONDER BOY

This was (and still is really) the sequel to that original nappy stretching Wonder Boy game (reviewed in the Budgie Column), although he seems to have gained a few facial hairs and a more gruff voice. Actually I just made that up because the main sprite's so small that there's absolutely no way of telling.

It is definitely influenced by the onslaught of Japanese style cutesy games, because you must leap, bound and stab your way across levels, whilst collecting cash and visiting lots of little shops. If this sounds familiar you can choose any one game at random and you'd not be far off.

The graphics are small but cute, although the screen scrolls with more jerks than Euston station when the A5SOH9 is rolling in (a rather rare train indeed). The gameplay though, is riveting and should be banned for being so addictive.

OVERALL 85%

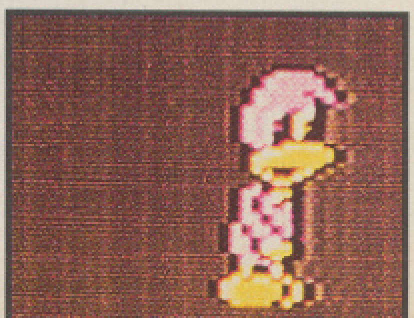
TURBO OUTRUN

There's not many compilations nowadays that this'un doesn't appear on, but who cares 'cause it's still a stonker.

All those who are slightly dim in the old mental candle area come a little closer, a little closer still, even closer, right IT'S A DRIVING GAME. Now I hope you've got that because I shan't be repeating it unless I get a few tins of Spam delivered to the office to keep me in lunch for a week.

Not only is it a D-R-I-V-I-N-G game, but it is and was the best ever on the commie, so it really does make the compilation worthwhile on the strength of that alone. Not only that but the graphics are stonking, the sound is eardrum mashing, and the adrenaline injection is stimulating man.

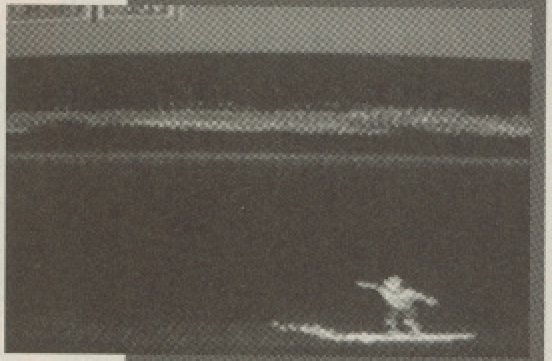
OVERALL 92%




NINJA
T·H·R·E·E







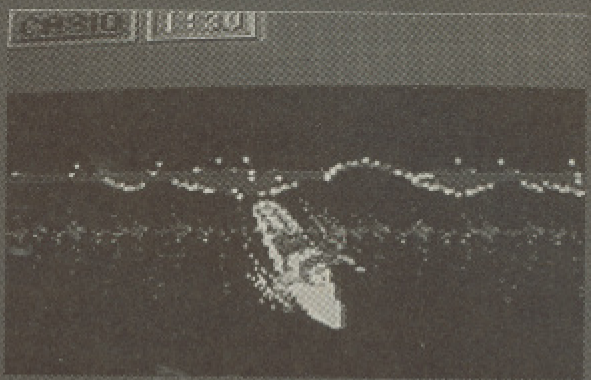
CALIFORNIA GAMES

Kixx £3.99

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✪✪✪✪✪

WONDER BOY

The Hit Squad £2.99

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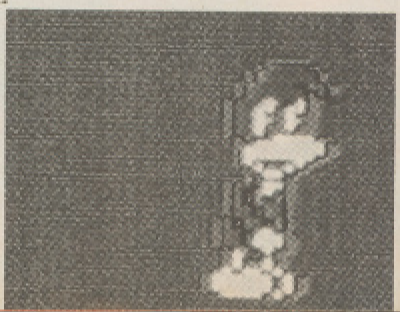
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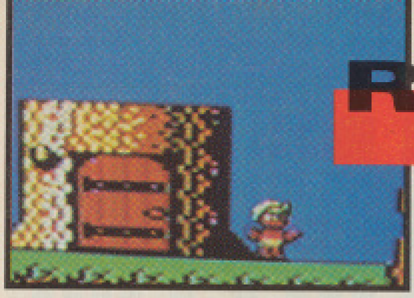
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CRACK DOWN

This could honestly be construed as the rudest title ever to be released. But if we take our minds out of the gutter and think of the game logically, it's still the rudest title ever released.

But it has nothing to do with rudery as you are one of a crack team of heroes who must descend into a rather nasty fellows base, and blow it to kingdom come with some rather neatly placed explosives.

The screen in split into two to allow another player to also take part, and the whole thing smacks rather strongly of Gauntlet, although in the best possible way of course.

Crack Down was a vastly underrated game and should do well in its new lease of life.

OVERALL 86%

THUNDER BLADE

Here we come to the Christmas turkey of the bunch, although it was, on reflection, slated perhaps a little too much.

It's not the best game in the world, but it isn't the worst either. You get to partake in a vertically-scrolling shoot-em-up revolved around helicopters ('revolved' geddit?) , and is interspersed with 3D sections.

The graphics aren't too hot, but every cloud has a dirty great lump of magnesium just underneath the silver lining and Thunder Blade is Sega Master Mix's.

OVERALL 72%

DYNAMITE DUX

Here's another game that never did too well in it's first lease of life although it was one of the best examples of cartoon coin-op action that has been around for ever and a day.

You (and a mate if you like) are a duck who must biff, sock and pow his way through loads of levels, whilst avoid obvious traps like manholes and bombs, and less obvious ones like bouncing moose heads.

The graphics are well stonky, with big chunky sprites, all in glorious Disney-like colour, and the music, and everything else come to think of it, makes the game that much more like watching Scooby Doo on the box.

OVERALL 91%

Sega Master Mix is not the first game to use the word mix in it's title, but who gives a vegetarian sausage, it's very good value for money and makes good economical sense (I think IT should be the new Prime Minister to be honest).

CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Rather a lucky bag here methinks.	Thunder Blade's graphics are crap, Dynamite Dux's are good, what more do you want me to say.	Five games of very different gameplay, and lots to offer.	How long will you be stuck on these? Even the best games players will find a few challenges here and there.

NAME: Sega Master-Mix.
SUPPLIER: US GOLD
PRICE: £19.99 Disk.
RELEASE DATE: Out Now.

OVERALL **96%**

Compilation of the month, most definitely. What more do you want, a few great games to come up and bite you on the nose?



or other, and she resides at the end of a rather perilous route through forest, Indian reservation and cliffs. You must bound your way towards her, avoiding small slimey things (Jeremy Beadle?) and collecting fruity nibbles on the way. If you don't manage to do it in the time allocated you will find that she has given you the brush off for somebody else, Bill Wyman probably.



The graphics are cartoon-like but are pretty naff really, and the sound's not much cop either. Gameplay wise we're looking at a "I've spent three squidies and I quite like to play this one, but It'll probably end in my bottom drawer with my socks by the end of the week!" situation here.

✪✪✪

OUT RUN

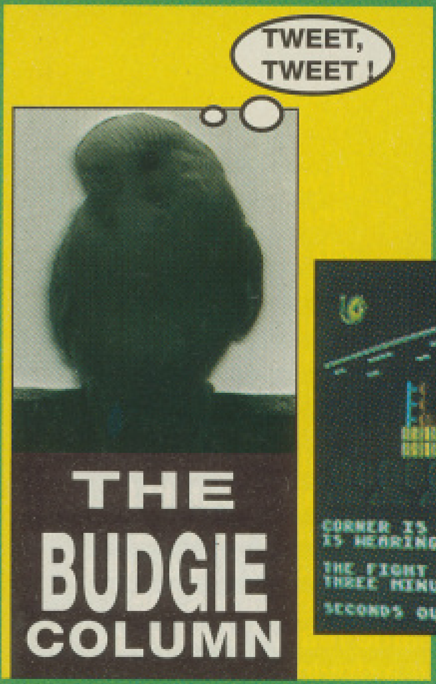
Kixx

£3.99

This is the ghost of Christmas yonks ago, 'cause it did very well but it's a bit poo to be honest. It was even number one in the overall charts for the yuletide period which goes to show that some commie owners don't read their copies of YC. But what can be crap about it? I mean, isn't it a driving game? And aren't all driving games the same really? Well, nope! It is a driving game, but they're not all similar. And it was released at about the same time as W.E.C. Le Mans on the commie, which goes to show that driving games on our computer were very much ploppy bits at that time. It's not as bad as Chase HQ for instance, but it doesn't have any real show of speed, and the opposing cars all plod along as if they're all your Grandad at the wheel of his Vauxhall (I think you all know what I mean) with Granny nagging about going at such excessive speed. It's also far too easy, and the multi-load's a pig. Only grab hold of this if you want a small amount of enjoyment for a short amount of time. I'd rather plump for the far more succulent pudding of Turbo Outrun (on loads of compilations at the current time) if it was my dosh on the line.

✪✪





stand opposite each other and take it in turns to smack the other in the nose with their hands in large rubbery mittens (why



don't they have draw strings that keep them from losing them, like the rest of us? Why should we be the only ones to look silly?). The object seems to be to see whose nose stays intact the longest, the one whose bone sticks out of their face is immediately rushed to hospital and emerges a while later to go through it all again with somebody else.

THE BOXER

Cult £2.99

Guess what? This is a Cult game! And guess what else? It's a sports orientated strategy! Well brown my cottage pies in a double bake Microwave, that comes as a mighty shock or my name's not Percival Bakofoil! But my name's NOT Percival Bakofoil, well that's alright then, 'cause this isn't really a surprise either. At least it's not another rerelease though, there's a wopping relief.

But it is about boxing, a sport where two men stand opposite each other and take it in turns to smack the other in the nose...

In The Boxer you get to manage one of these vastly intelligent individuals, and you have to take them from obscurity to winning a belt (why you couldn't just pop down to Top Man and buy a fake snake skin one with large add-on buckle, I don't know!). It's not that bad, but it doesn't have enough options to make it better than the other management games on the market, and there are many I can assure you.





PLATINUM

When US Gold decides to release a compilation you can be assured that you're gonna get a jamboree bag full of top quality software. Platinum is a compilation of Capcom coin-op conversions, which makes it even more interesting. Rik Henderson sorts out the wheat from the chaff.

US Gold's long term conversion deal with coin-op giants Capcom has been most prolific indeed. You'd need a jolly large number of hands, feet and other multi-digited limbs to be able to count how many releases are credited to the arcade machine specialist label. Now comes the decision to release four of the most recent licences, with a rather spiffy older one thrown in for absolutely no extra wonga.

BLACK TIGER

Correct me if I'm wrong, but Black Tiger was never released on the C64, due to the fact that certain people felt that it was a rather poor conversion. If this is true then I can only presume that some form of forced pessimism drug was taken before hand 'cause it's not really that bad, I'd even go as far to say that I found it quite playable.

Apart from the fact that you play an ever so cliched muscle-brained hero/thug, the platform action is fairly original and ever so addictive. You have to get from A to B in a time limit and you have weaponry to help you wade through the plethora of meanies, and that's about it.

The graphics are pretty bland, and the sprites are tiny, but the game certainly deserved to have been released as a full-price game, but let's just be thankful that it's included here.

OVERALL 83%

STRIDER

This is the highlight of the pack, and it has to be damn good to receive that accolade.

Again it is a platform game essentially where you have to get from A to B in a time limit, but the sprites are a heck of a lot bigger than those is Black Tiger, and the animation is pretty nifty I don't mind telling you.



The plot comes straight out of the Reds under the bed text book, as you must finally face the Grand Master of the 'Red' army,



after slashing your way through the entire KGB, and Siberian soldiers. Fortunately you have a laser-sword which slices, dices and makes a mean Siberian salad, and you can somersault through the air with much prowess.

The game is superb, if a little small, and should be considered as the major selling point for Platinum.

OVERALL 93%

FORGOTTEN WORLDS

From the best of the set to the poorest, although Forgotten Worlds has more going for it than, say, Kenny Dalglish Soccer Match.

It's a shoot-em-up, and there's not much different about it than the many many horizontally scrolling shooties of the past. There are loads of meanies that stream in formation towards you. You can have two player simultaneous action. And there are loads of extra weaponry to be collected. The only major difference is that you are a whole person, instead of a piddly little ship, and you can rotate your gun all over the shop, but this is the reason that the game is a little weak.

The gun waggling idea is a reasonable one in theory, but the controls don't really work, and you'd have to persevere to make it all worthwhile.

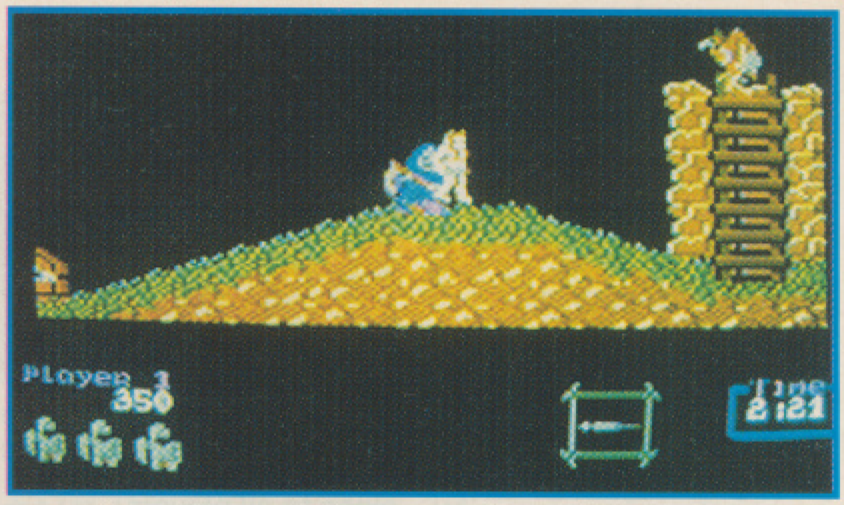
OVERALL 71%

GHOULS'N'GHOSTS

This is also pretty splendid as games go. It's the sequel to the equally wicked Ghosts and Goblins and uses much of the original gameplay ideas of the first.

As you may have guessed this involves getting from point A to point B in a certain time limit (this seems to be a tad too popular as a game idea amongst those who produce arcade machines). In order to stop you there are loads of ghoolies who pop up all over the gaff and try to





scare the willies out of you (and generally succeeding). At the end of the levels are obligatory big munchy meanies and although it's all been done before its fantastic gripping gameplay makes this a game that hooked, and will hook, a large amount of those who are into this kind of thang.

OVERALL 91%

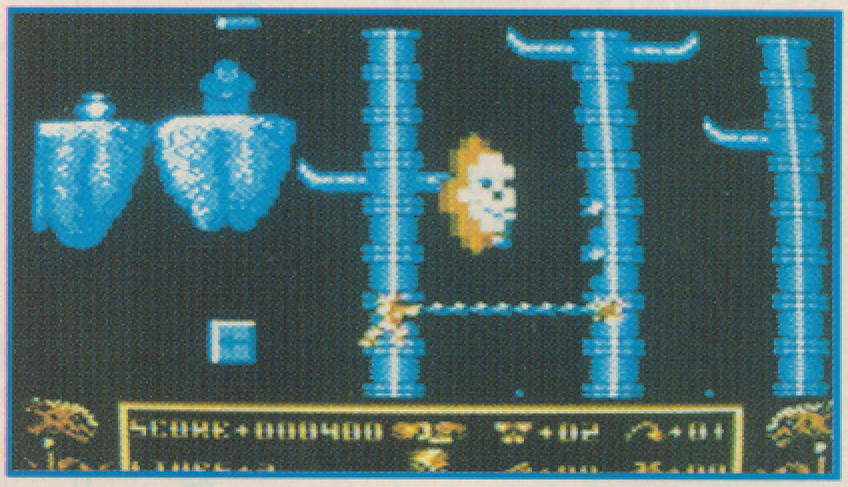
LED STORM

This is actually free and is not included on the 16-bit versions, which just goes to show that somebody at least has a little bit of sympathy for us life-long commie lovers.

And the game's not that bad really. It's an update of Spyhunter, based in a future time, with loads of extra funky bits that increase the playability ten-fold. There's not much more to it apart from the fact, yep you've guessed it, you have to get from point A to point B in the allotted time. Ho well, not bad for a freebie.

OVERALL 85%

So a collection of five games, none of them bad, most of them good, go to make up one of the better compilations around this Chrimble. Platinum is well worth the greenbacks of anybody's wad.



CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
All seem to have a pretty high quality of effects and muzak.	So of the graphics are poor (LED Storm and Black Tiger), and some are crucial (Strider and Ghouls'N'Ghosts), and some are in	Five games, all of which with a great deal of playability.	Loads to do, loads to explore, and loads to get stuck on.

NAME: Platinum
SUPPLIER: U.S Gold
PRICE: £10.99 tape, £14.99Disk.
RELEASE DATE: out now

OVERALL 85%

Not often do you get a compilation with such a constant quality, and five games too.

So you think you've got what it takes to be a postperson? You'll certainly think again when you've played this boardgame designed by Rik Henderson and Alex Bardy, with illustrations and help from Alan Lathwell.

POST APOCALYPSE-

THE PIECES

Gameboard
4 Character Pieces
4 Character Cards
32 Letters
16 Booby Trap Cards
16 Weapon Bonus Cards
16 Armour Bonus Cards
Computer Game

ASSEMBLY

1. Detach the Board from the cover of the magazine.
2. Paste the Pieces, Letters and Cards on the back of a cereal packet and cut them out where marked. (You can photocopy them if you wish to leave the mag intact).
3. Erect the Character Pieces by folding where shown and pasting 'A' to 'B'.

OBJECT OF THE GAME

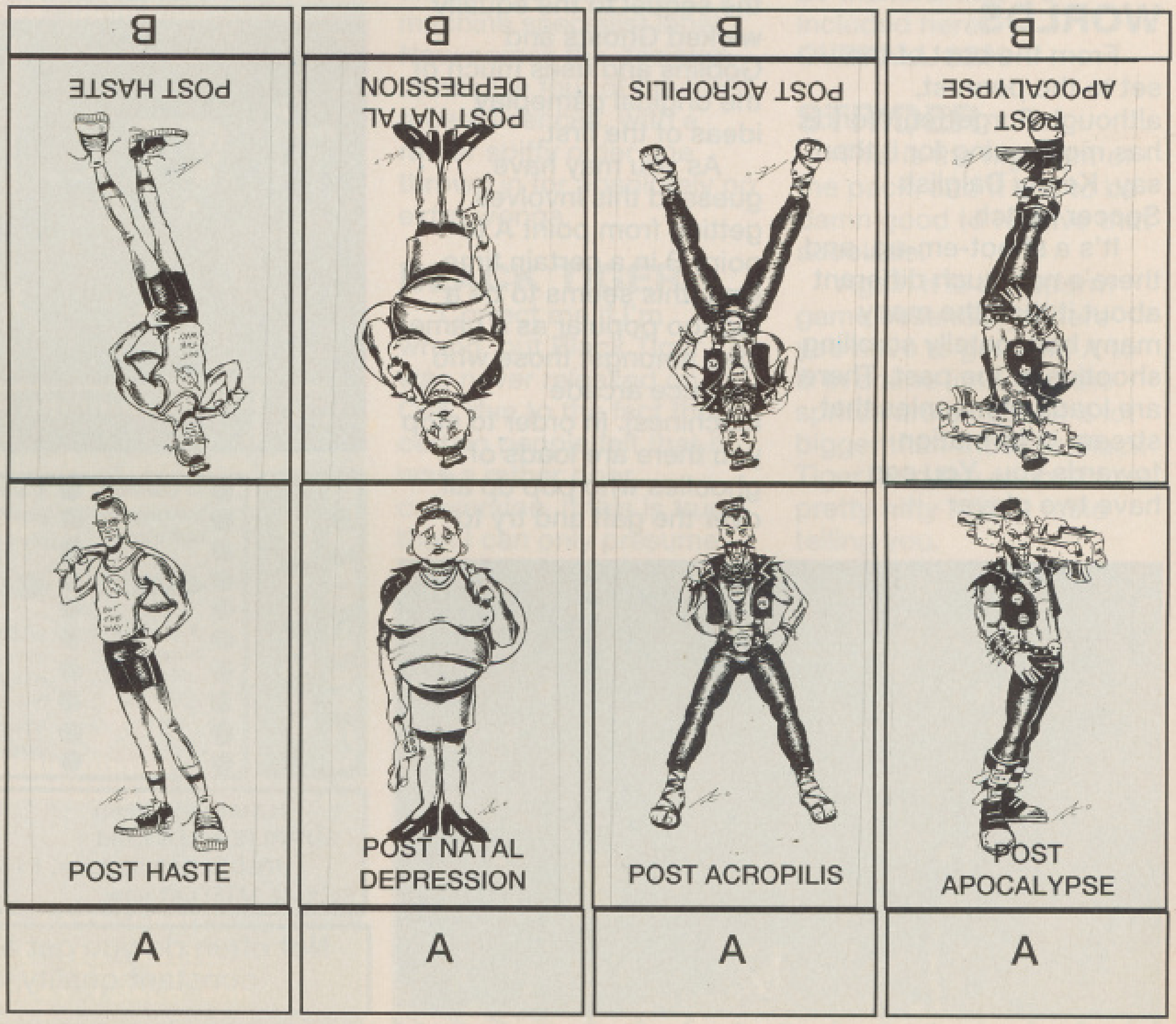
To be the first player to deliver his/her mail to the eight locations on the board, and to get back to the Post Office.

PREPERATION

1. Load the Post Apocalypse computer game into your C64 and make sure the computer is close to all players.
2. Hand out the Character Cards and corrosponding Character Pieces. (Try doing this at random so that there are no fights around who gets who.)
3. Give each player one Letter for each location (the addresses are printed on the letters).
4. Hand each player a certain number of Booby Trap Cards according to the following rule:
If there are 2 players playing hand out 4 cards each.
If there are 3 players playing hand out 3 cards each.
If there are 4 players playing hand out 2 cards each.
5. Place all of the Character Pieces on the Post Office square and each player rolls the die (via the computer game) the highest number goes first, and play then rotates clockwise.

PLAYING THE GAME

1. On your turn, roll the die, and move that number of spaces plus your Character's Speed factor in any direction (with the exception of the 'One Way System' squares - more on them later).
2. You can only move from the ouside street to the inside (and vice versa) by following the arrows that lead from certain squares.
3. Wherever you land you MUST obey the information on that square.
4. If you land on an address square (any one of the eight corners on the inside and out) you may mail the corrosponding letter by taking it out of your hand and placing it on the discard pile. If you've already delivered to this address you can treat the square as a park bench (and take a rest).
5. If you land on any of the other location squares (Police Station, Post Office and Hospital) without having been sent there with a purpose, treat it as a park bench.
6. If you land on a square occupied by another player you can challenge



- THE BOARD GAME



him/her to combat (explained in the COMPUTER GAME section).
7. If you land on a space occupied by a Booby Trap card (left by yourself or another player) you must press the relevant key on the computer and act upon what it says.
8. When you have delivered all of your letters you must land on the Post Office square, and the first player to have done so wins the game.

BOOBY TRAPS (Once Acquired)

When a player has a Booby Trap card in his/her possesion they can play it at the end of his/her turn on the square on the board that he/she has landed on. The next player to land on that square then has to select a Booby Trap and follow the results. If you have layed a Booby Trap and you land on it yourself you must also follow the result.

ONE WAY SYSTEM

If you land on a One Way System square, the next turn you must continue in the direction that you were going when you landed on it.

THE COMPUTER GAME

The computer game handles the dice rolling, combat and the selection of Booby Trap and Mail Shot Cards.

DICE ROLLING

This will select a random number between 1 and 6 inclusive.

COMBAT

When you enter into combat the Attacker must enter his/her Attack Rating, adding any Weapon Bonuses, and the Defender his/her Defence Rating, adding any Armour Bonuses. The computer will adjudge the outcome and the relevant player must take note of what is printed on screen.

BOOBY TRAP CARDS

Whenever a player has stepped on a Booby Trap Card he/she must find the outcome by selecting this option, and following what is said. If it is a dud, the player has escaped and the Booby Trap on the board is discarded, the player then follows the instructions on the square as per normal.

MAIL SHOT CARDS

Whenever a player lands on a Mail Shot square he/she must select the Mail Shot option as many times as applicable, and follow the instructions each time. If the first Mail Shot selected sends the player elsewhere, and the original square requested him/her to take 2 Mail Shots, the second is ignored.

If a Booby Trap has been found the player takes a Booby Trap Card from the pile for his/her use at a later point in the game.

If a Weapon or Armour Card has been selected, the player must compare the type of Weapon or Armour received on the Armoury Table and take a Bonus Card with the suggested bonus.

ARMOURY TABLE

FLICK KNIFE - +2 Attack
BASEBALL BAT, LASER SWORD - +3 Attack
LASER PISTOL - +4 Attack
LASER RIFLE - +5 Attack

HELMET - +2 Defence
RIOT SHIELD - +3 Defence
BULLET PROOF VEST - +4 Defence
KEVLAR - +5 Defence

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POST APOCALYPSE - THE BOARD GAME
CHARACTER CARD

POST HASTE



SPEED 3

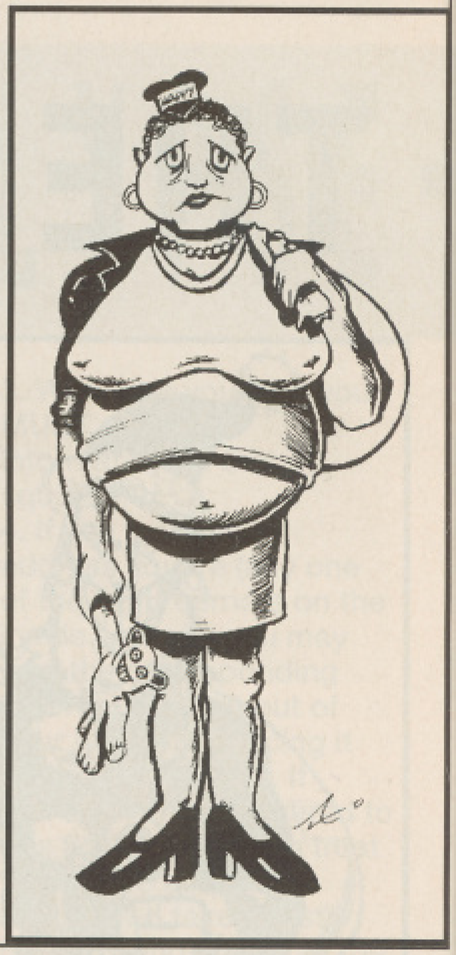
ATTACK 15

DEFENCE 35

WEAPON BONUSES	ARMOUR BONUSES

POST APOCALYPSE - THE BOARD GAME
CHARACTER CARD

POST NATAL DEPRESION



SPEED 1

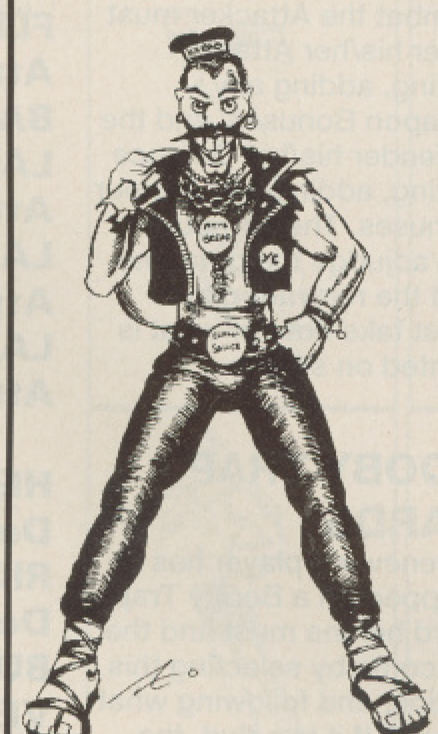
ATTACK 35

DEFENCE 15

WEAPON BONUSES	ARMOUR BONUSES

POST APOCALYPSE - THE BOARD GAME
CHARACTER CARD

POST ACROPILIS



SPEED 2

ATTACK 25

DEFENCE 25

WEAPON BONUSES	ARMOUR BONUSES

POST APOCALYPSE - THE BOARD GAME
CHARACTER CARD

POST APOCALYPSE



SPEED 2

ATTACK 30

DEFENCE 20

WEAPON BONUSES	ARMOUR BONUSES

RIGBY'S CAVE | RIGBY'S CAVE | RIGBY'S CAVE | RIGBY'S CAVE | +2 | +5

MR SPAM'S TIN | MR SPAM'S TIN | MR SPAM'S TIN | MR SPAM'S TIN | +2 | +2

+2 | +2

ASHLEY'S CARAVAN | ASHLEY'S CARAVAN | ASHLEY'S CARAVAN | ASHLEY'S CARAVAN | +2 | +2

BEV'S BUNGALOW | BEV'S BUNGALOW | BEV'S BUNGALOW | BEV'S BUNGALOW | +3 | +2

+3 | +3

PURPLE FISHLORD'S BOWL | PURPLE FISHLORD'S BOWL | PURPLE FISHLORD'S BOWL | PURPLE FISHLORD'S BOWL | +3 | +3

FLAME HEAD'S FLAT | FLAME HEAD'S FLAT | FLAME HEAD'S FLAT | FLAME HEAD'S FLAT | +3 | +3

+4 | +3

EUGENE'S BEDSIT | EUGENE'S BEDSIT | EUGENE'S BEDSIT | EUGENE'S BEDSIT | +4 | +4

RIK'S HOUSE | RIK'S HOUSE | RIK'S HOUSE | RIK'S HOUSE | +4 | +4

+4 | +4

BOOBY TRAP | BOOBY TRAP | BOOBY TRAP | BOOBY TRAP | BOOBY TRAP | +5 | +4

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NEXT MONTH

IN THE ONLY COMMIE 64 MAG WORTH SPENDING YOUR DOSH ON



A bigger kind of mag altogether

It'll be so big that you could prang ships if you left it floating in the middle of the Atlantic ocean. There'll be oodles of excellent features, reviews and regulars that'll make your mouth water and your eyes pop out of your head (or heads if you're just visiting this planet).

A more wicked cassette

If it's indeed possible we'll be bringing you the best cassette you could have hoped for given away free with a truly awesome magazine. There'll be no less than four rather stonky full games, and at least two demos of releases so hot even the devil gets singed fingers when he tries to touch'em.

Loads of wicked prizes

Tonnes of prizes worth a fair load of wonga will be up for grab for the price of a stamp and a postcard.

And more

Everything else we've ever promised you and failed to deliver in the past will be in the next issue probably , along with the compo results from last January to date (yep it's true).

YC Feb '90 – If it's not as stonky as an Abba single we'll eat our old boots!

OUT JAN 25

The publishers of this highly charged organ reserve the right to change the contents of YC or the cassette if we see fit, so nah, nah, nee, nah, nah!

Oh newsie from so far,
I haven't got a motor car,
I haven't got a motor cycle,
So please do not take the Michael,
All I've got is this little coupon to reserve a splendid mag,
So keep aside my YC each month or else my head'll sag.

MY NAME ....

MY ADDRESS ....

....

....

Give this to your local paper shop before it blows away!

THE PURPLE FISH LORDS CHRIMBLE PUZZLE PAGES

So you think you know a lot about computer games eh? Get ready for the biggest Christmas quiz ever (probably)...

NAMES

1. What was the 'Circus' in Continental Circus originally supposed to be?
a. Circle
b. Circuit
c. Circumcision

2. What animal was eaten by Codemaster's Rock Star?
a. Gerbil
b. Vole
c. Hamster

3. What was the 'Charlotte' in Twister - Mother of Charlotte originally supposed to be?
a. Harlots
b. Charlene
c. Kylie

4. What word ends the following titles: BMX, Pro Mountain Bike, and Fruit Machine?
a. Bandits
b. Simulator
c. Crap

5. What city did US Gold assault a Raid Over?
a. Birmingham
b. Washington DC
c. Moscow

6. What is the first name of Gremlin's famous mole?
a. Monty
b. Adrian
c. Mildred

7. What planet did Domark try to Escape from?
a. The Planet of the Apes
b. The Planet of the Robot Monsters
c. The Planet of the Daleks

8. Who went for a spot of Match Fishing?
a. Jack Charlton
b. Jack Nicholaus
c. Jack Nicholson

9. What was Willy's profession?
a. Miner
b. Fireman
c. Jet Setter

10. What was the third game in the Last Ninja series?
a. Last Ninja 3
b. Ninja Remix
c. Ninja Revisited

LICENCES

1. Which of the following was a Sega coin-op?
a. R-Type
b. Dynamite Dux
c. Toobin'

2. Which of the following was a Capcom coin-op?
a. Street Fighter
b. Double Dragon
c. Dragon Ninja

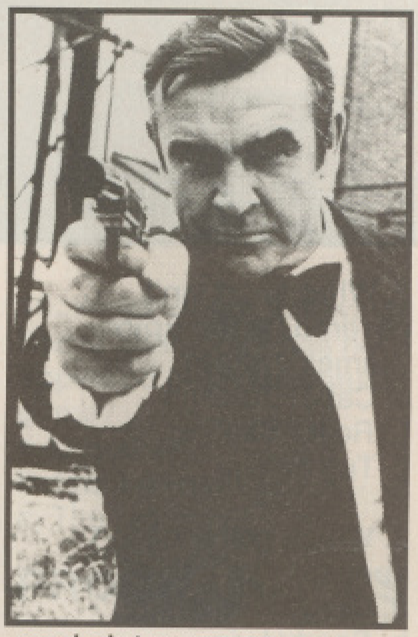
3. Which of the following was a Tengen coin-op?
a. Ghosts and Goblins
b. Afterburner
c. Hard Drivin'

4. Which soap was the subject of an early game?
a. Eastenders
b. Coronation Street
c. Emmerdale Farm

5. Which soap is about to become a new game?
a. Prisoner of Cell Block H
b. Home and Away
c. Neighbours

6. Which of the following superheroes has never been in a computer game?
a. Spiderman
b. Superman
c. Wonder Woman

7. Which of the following Bond movies has not been made into a computer game?
a. The Living Daylights
b. You Only Live Twice
c. Live and Let Die



8. Which of the following Arnie movies has not been made into a computer game?
a. The Predator
b. The Terminator
c. The Running Man

9. Which of the following horror movies has been made into a computer game?
a. A Nightmare on Elm Street
b. Friday The 13TH
c. Halloween

10. What pop combo made it to computer form?

a. Frankie Goes to Hollywood
b. Duran Duran
c. New Kids on the Block

SPORT

1. Which footballer hasn't sponsored a game (yet)?
a. Peter Beardsley
b. Gary Lineker
c. John Barnes



2. What sport isn't covered by the Epyx 'Games' range?
a. Caber Tossing
b. Roller Skating
c. Tug of War

3. Which golfer hasn't sponsored a game?
a. Greg Norman
b. Sandy Lyle
c. Nick Faldo

4. Which boxer hasn't sponsored a game?
a. Frank Bruno
b. Barry McGuigan
c. Muhammed Ali

5. What sport does 4th and Inches concentrate on?
a. Tiddlywinks
b. American Football
c. Baseball

6. What sport orientated TV quiz show has not been made into a computer game?
a. Sportsmasters
b. Sporting Triangles
c. A Question of Sport

7. What sport orientated TV chat show has been made into a computer game?
a. Midweek Sports Special
b. Grandstand
c. Saint and Greavsie

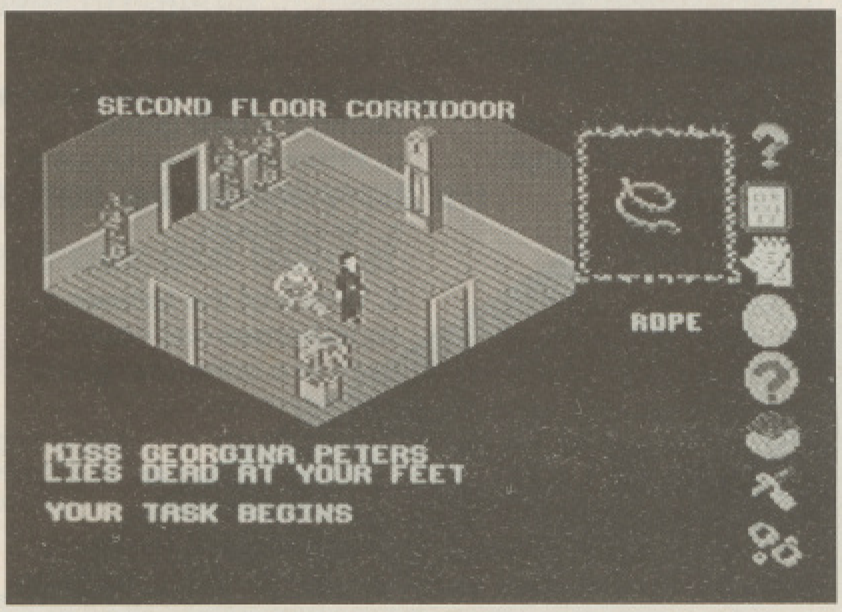
8. Which sport did the computer game sponsored by Wayne Gretsky focus upon?
a. Bull Fighting
b. Figure Skating
c. Ice Hockey

9. Which football team has not had a computer game named after it?
a. Liverpool
b. Arsenal
c. Manchester United

10. Which of the following was the official world cup game?
a. Italia '90
b. Italy 1990
c. Kick Off 2

MIND-BENDERS

1. What country does Tetris originate from?
a. Russia
b. Czechoslovakia



c. Rumania

2. Which software house released Pipemania?
a. Tynesoft
b. Empire
c. Accolade

3. What is the missing word in the title 'E-......'?
a. Motion
b. Mulsion
c. Martian

4. Which mythological god does Rainbow Arts have a Curse of?
a. Zues
b. Ra
c. Thor

5. Which of the following games does not involve blocks?
a. Plotting
b. Puzznic
c. Que-Dex

6. Which of the following board games has not been a computer game?
a. Monopoly
b. Mouse Trap
c. Trivial Pursuit

7. Which of the following has not sponsored a quiz game?
a. Mike Reid
b. Emlyn Hughes
c. Les Dennis

8. Which of the following TV quiz shows has not been made into a computer game?
a. Every Second Counts
b. Treasure Hunt
c. Blankety Blank

9. What is the name of US Gold's dabble into mystery?
a. Murder
b. A Shot in the Dark
c. The Axeman Cometh

10. What was unique about Battlechess?
a. The board was a triangle
b. The figures were animated
c. Each move was preceded by a question

SHOOT-EM-UPS

1. Which of the following horizontally scrolls?
a. Gemini Wing
b. R-Type
c. 1943

2. Which of the following vertically scrolls?
a. St Dragon
b. Silkworm
c. Dragon Spirits

3. What was the first shoot-em-up in the arcade?
a. Space Invaders
b. Defender
c. Asteroids

4. What was the sequel to Operation Wolf?
a. Cabal
b. Operation Thunderbolt
c. Operation Hanoi

5. Which of the following shoot-em-ups does not involve alien lifeforms?
a. Better Dead Than Alien
b. Afterburner
c. Galaxians

6. Which of the following features a jeep and a helicopter?
a. Silkworm
b. Gemini Wing
c. Denaris

7. What was Denaris first called, before being withdrawn and renamed?
a. Katakis
b. X-Out
c. Catacombs

8. What excellent shoot-em-up was recently rereleased on budget?

a. Forgotten Worlds
b. X-Out
c. Salamander

9. Which of the following movie tie-ins was a shoot-em-up?
a. Indiana Jones and the Temple of Doom
b. Star Wars
c. Back to the Future II

10. Which shoot-em-up had levels based on peoples fears?
a. Armalyte
b. Dominator
c. Phobia

DRIVING

1. Which of the following allows you to drive a Ferrari F-40?
a. Chase HQ
b. Turbo Outrun
c. Power Drift

2. Which of the following driving games is not an arcade licence?
a. Test Drive
b. Continental Circus
c. Outrun

3. Which of the following features motorbike racing?
a. Grand Prix Circuit
b. Super Hang On
c. Pole Position

4. Which of the following allows you to smack to frag out of a criminal's car?
a. Chase HQ
b. Test Drive II
c. Ferrari Formula One

5. Who released Test Drive?
a. Accolade
b. Microprose
c. Electronic Arts

6. Who released Ferrari Formula One?
a. Microprose
b. Electronic Arts
c. Activision

7. Who sponsored Martech's driving game?
a. James Hunt
b. Derek Warwick
c. Nigel Mansell

8. Which of the following games did not feature a powerboat?
a. Powerboat USA
b. Live and Let Die
c. A View to a Kill

9. Which of the following racing games is based on a Tom Cruise movie?
a. Days of Thunder
b. Buggy Boy
c. Continental Circus

10. Which of the following games does not feature guns and weaponry?
a. Roadblasters
b. Overlander
c. Hard Drivin'

CUTESIES

1. Which game is the sequel to Bubble Bobble?
a. New Zealand Story
b. Rainbow Islands
c. Pang

2. Which puppet character has not had it's own 'cutesy' game?
a. Sooty
b. Roland Rat
c. Gordon the Gopher

3. What's the name of the two balls in Helter Skelter?
a. Billy and Bobby
b. Billy and Johnny
c. Peter and Gary

4. Whose quest did System 3 follow?
a. Dumbo's
b. Bimbo's
c. Flimbo's

5. What egg shaped hero appears in Fantasy, Treasure Island and Fast Food?
a. Oswald
b. Dizzy
c. Tefal

6. What super character did Activision convert to home computer?
a. Blunderboy
b. Wonderboy
c. Pet Shop boy

7. What things have Thalamus let loose?
a. Insects
b. Teddies
c. Creatures

8. What US Gold game was a female version of Super Mario Brothers?
a. Great Giana Sisters
b. The Nolan Sisters
c. Superb Ginelli Sisters

9. Which of the following featured a large round blob that ate small round blobs?
a. Pacmania
b. Paclunch
c. Gobble Gobble

10. What establishment is Maximus Mouse currently visiting?
a. Butlins
b. Summer Camp
c. London Zoo

FANTASY

1. What space hero is the subject of US Gold/S.S.I.'s RPG?
a. Flash Gordon
b. Dan Dare
c. Buck Rogers

2. What was one of the games based on the works of J.R.R. Tolkien?
a. The Hobbit
b. The Boggit
c. The Very Large Cave Adventure

3. Who was the gnome featured in the adventures from Level 9?
a. Edna
b. Helga
c. Ingrid

4. What creature gave it's name to a Magnetic Scrolls adventure?
a. Prawn
b. Fish
c. Octopus

5. Which of the following characters does not appear in Heroes of the Lance?
a. Raistlin
b. Bilbo
c. Riverwind

6. Which of the following Marvel comics characters has not appeared in an adventure game?
a. Spiderman
b. Fantastic Four
c. The Punisher

7. Who does not appear in the adventure game version of Hitchhiker's Guide to the Galaxy?
a. Arthur Dent
b. Zaphod Beeblebrox
c. Hotblack Desiato

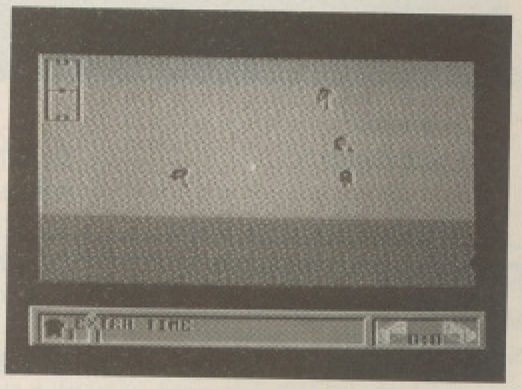
8. Which of the following knights of the round table has given his name to a Level 9 adventure?
a. Lancelot
b. Gawain
c. Galahad

9. What Guild did a Magnetic Scrolls adventure concentrate on?
a. Fighters
b. Thieves
c. Wizards

10. Which of the following horror characters has not appeared in an adventure game?
a. Dracula
b. Frankenstein
c. The Mummy

PROGRAMMERS

1. Which development group designed Speedball and Xenon?
a. Probe
b. The Bitmap Brothers
c. Tiertex



2. Which development group programmed Turbo Outrun and Golden Axe?
a. Denton Designs
b. Binary Designs
c. Probe

3. Who invented and programmed Monty Mole and Percy the Potty Pigeon?
a. Mathew Smith
b. Tony Crowther
c. John Twiddy

4. What is David Whittiker famous for?
a. Graphics
b. Music
c. Design

5. Which Admaski video did Murder's Jason Kingsley design the graphics for?
a. Space Jungle
b. Flashback Jack
c. Killer

6. What is Domark's new programming team called?
a. The Kremlin
b. MI5
c. The Spycatchers

7. What recent game was programmed by Stan Schembri?
a. Shadow of the Beast
b. E-SWAT
c. Last Ninja 3

8. What company does not have an inhouse programming team?
a. Ocean
b. US Gold
c. System 3

9. Which development group programmed Badlands and Space Harrier II?
a. Probe
b. Teque
c. Vivid Image

10. Which development group programmed Kick Off 2 and Count Duckula?
a. Enigma Variations
b. The Bitmap Brothers
c. Vivid Image

COMPANIES

1. Where is US Gold based?
a. Manchester
b. Birmingham
c. Liverpool

2. Where is Ocean based?
a. Woking-On-The-Wold
b. Manchester
c. London

3. Where is Domark based?
a. London
b. Sheffield
c. Glasgow

4. Which company has recently closed and then reopened?
a. Tynesoft
b. Audiogenic
c. Grandslam



5. Which company released Impossamole?
a. Gremlin
b. Mirrorsoft
c. Elite

6. Which company released Rick Dangerous?
a. Codemasters
b. Virgin Games
c. Microprose

7. What was Activision briefly known as?
a. Mediagenic
b. Audiogenic
c. Mediaworld

8. Which company is run by the Cale brothers?
a. Psygnosis
b. System 3
c. Domark

9. Which company is run by Dominic Wheatley and Mark Strachan?
a. Virgin Mastertronic
b. Domark
c. Mirrorsoft

10. Which company is run by the Darling family?
a. Hewson
b. Hi-Tec
c. Codemasters

ANSWERS QUESTIONS

Score 1 point for every correct answer.

NAMES
1 - b, 2 - c, 3 - a, 4 - b, 5 - c, 6 - a, 7 - b, 8 - a, 9 - a, 10 - b
LICENCES
1 - b, 2 - a, 3 - c, 4 - a, 5 - c, 6 - c, 7 - b, 8 - b, 9 - b, 10 - a
SPORT
1 - c, 2 - c, 3 - b, 4 - c, 5 - b, 6 - a, 7 - c, 8 - c, 9 - b, 10 - a
MINDBENDERS
1 - a, 2 - b, 3 - a, 4 - b, 5 - c, 6 - b, 7 - c, 8 - c, 9 - a, 10 - b
SHOOT-EM-UPS
1 - b, 2 - c, 3 - a, 4 - b, 5 - b, 6 - a, 7 - a, 8 - c, 9 - b, 10 - c
DRIVING
1 - b, 2 - a, 3 - b, 4 - a, 5 - a, 6 - b, 7 - c, 8 - c, 9 - a, 10 - c
CUTESIES
1 - b, 2 - c, 3 - a, 4 - c, 5 - b, 6 - b, 7 - c, 8 - a, 9 - a, 10 - b
FANTASY
1 - c, 2 - a, 3 - c, 4 - b, 5 - b, 6 - c, 7 - c, 8 - a, 9 - b, 10 - c
PROGRAMMERS
1 - b, 2 - c, 3 - b, 4 - b, 5 - c, 6 - a, 7 - c, 8 - b, 9 - b, 10 - a
COMPANIES
1 - b, 2 - b, 3 - a, 4 - c, 5 - a, 6 - c, 7 - a, 8 - b, 9 - b, 10 - c

RATINGS

00-25
What the hell do you use your computer for? A doorstop? You need to take out a years subscription to YC immediately or else your brain might well shrivvle up completely.

26-50
A little more knowledge about computer games wouldn't do you any harm. Pop along to your local shop and ask the assistant lots of questions and you'll either learn something or be chucked out onto the street.

51-75
You know just enough about games to impress your friends and shock your parents, so much so that they'll lock away your computer when you're meant to do your homework.

76-99
You know far too much about computer games for your own good. Your eyes are in severe danger of becoming square and your joystick must be glowing with over-use (no fnars now, do'ya hear me?). I'd recommend that you find yourself a boyfriend/girlfriend and spend more time at the movies and in the park.

100
You must be joking. Only Rik scored this highly, and unless you're looking for his job, I wouldn't admit to being a computer bore.

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NEW! - AMIGA PACK

Commodore A500 Flight Of Fantasy

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New Zealand Story	£24.95
Interceptor	£24.95
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RAINBOW ISLANDS:
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F29 RETALIATOR:
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Deluxe Paint II	£49.95
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F29 Retaliator	£24.95
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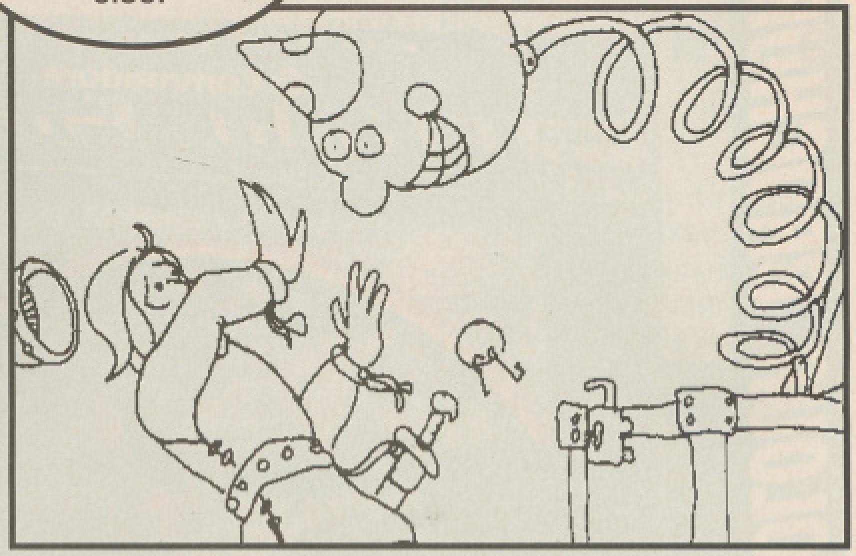
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Which computer(s), if any, do you own? .... A2000 ☐

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MISADVENTURES

Space has been at a premium lately. Consequently I haven't been able to squeeze in any letters or the Golden Oldie section I promised a little while ago. But they will appear - I promise!
The excuse for this month is a good one, however. A special treat for my loyal adventurers ('cause I know you've been eating all of your greens) that includes a unique competition.

Okay chaps, to get you into the right frame of mind I want you all to sit in the middle of the floor (move the cat to one side), cross your legs, straight back, chin up, close your eyes and go "uuuummmmmmmm" five times. Feeling pretty silly, huh? Okay then, we'll forget that. Just delve a bit into your memory. The early eighties to be precise. Those were the days, eh?

During 1981, when new computers and classic games were appearing by the bucketful every other day, there arose a new RPG in the USA, from a company called Sir-Tech. Named Wizardry it caused a sensation when it appeared because it used a new perspective. A "through the eyes", first person view. Thus squashing the popular opinion in the UK, that The Bard's Tale was the first RPG to employ this viewpoint. In fact, The Bard's Tale was to copy many of the Wizardry features, when it finally appeared on the scene many years later.

Initially appearing on the popular Apple II the sequel arrived in 1982 with the third in the Wizardry series following in 1983. Things became pretty quiet for a few years. The series was supposed to be distributed in the UK and Europe but high costs and other difficulties put a stop to that. Conversions arrived on the PC and then Wizardry I was released for the C64 - in 1987! The extended



delay was mainly due to all of the Sir-Tech staff being so busy creating new products that the older conversions had to take a back seat.

As Wizardry II and III were being shifted to the C64 Wizardry IV appeared on

UNIQUE AND ABSOLUTELY STUNNING COMPETITION!!!

In an astounding bout of generosity brought about by filling the management with five bottles of Vodka, Sir-Tech have given YC three complete sets of the C64 version of Wizardry to bestow upon our worthy readers (well, almost complete, there's no Wizardry IV remember?). So, to win all four games, which are only available in this country at vastly inflated import prices from a couple of specialist mail-order shops (about ú30-45 each!) all you have to do is answer three eaaassssyyy questions. First three out the bag win a set each. So heeeeres the questions!



1. How many Wizardrys were converted to the C64?
2. Who is the designer of Wizardry V?
3. When did Wizardry I appear for the C64?

There you go. Just send those answers on a postcard or asealed-down envelope. Mark the thing "Wizardry Compo" and send itto YC, Alphavite Publications, 20 Potters Lane, Kiln Farm, MiltonKeynes, MK11 3HF.

THE WIZ

Creator of Wizardry V, David Bradley, popped 'round to have a chat recently. After finally persuading him to stop turning the furniture into frogs I asked the Wiz how he got into the RPG game,

"When the home computer came out I started to try to implement versions of the original Adventure text adventure. Actually for the first game I ever had published, Parathion Kings by Avalon Hill in around 1983, I had to go over to a friend's house to create it because I couldn't afford a computer at that time!"

David began to play the table-top RPGs, then he progressed to actually creating his own scenarios. This lead to him creating a computer-based scenario. He called it Dragon's Breath - no relation to the Palace release.

"When Wizardry came out from Sir-Tech it became very popular. I was very taken by the series and thought Sir-Tech would be an ideal publisher for this new game I'd designed. I approached them in 1984, just after Wizardry III had appeared. They asked me if I would consider re-writing it under the Wizardry format. I made several trips to Robert Woodhead's house (one of the original Wizardry designers) and he taught me how he and Andrew Greenburg had put the Wizardry system together so that I could best translate my product into Wizardry.

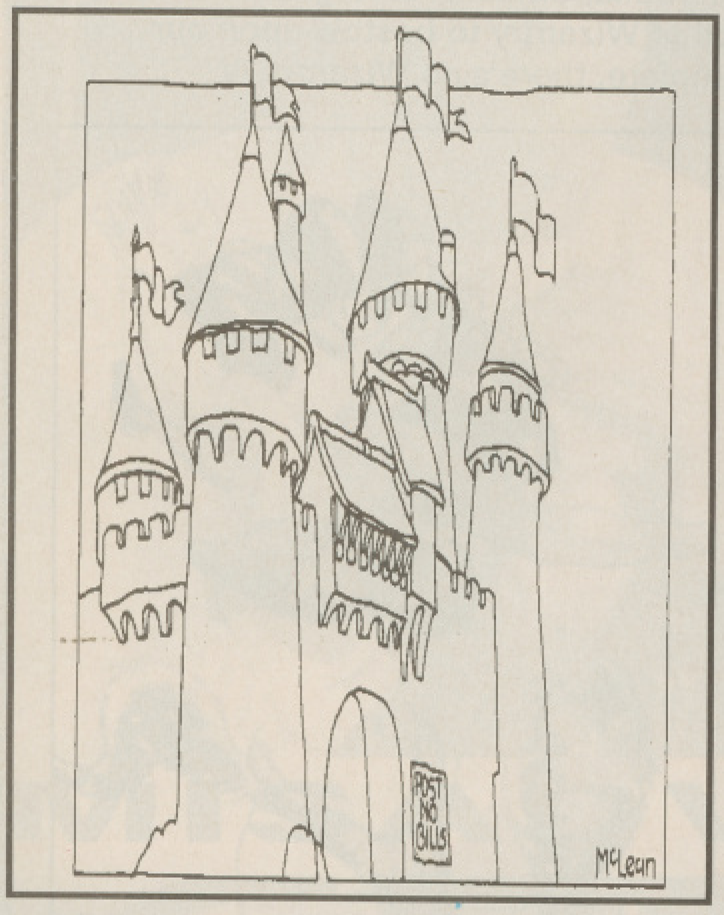
"At the time there was no competition, so we finalised the deal in 1985. I finished work on Wizardry V in 1986. So now you ask why wasn't it released until 1989?

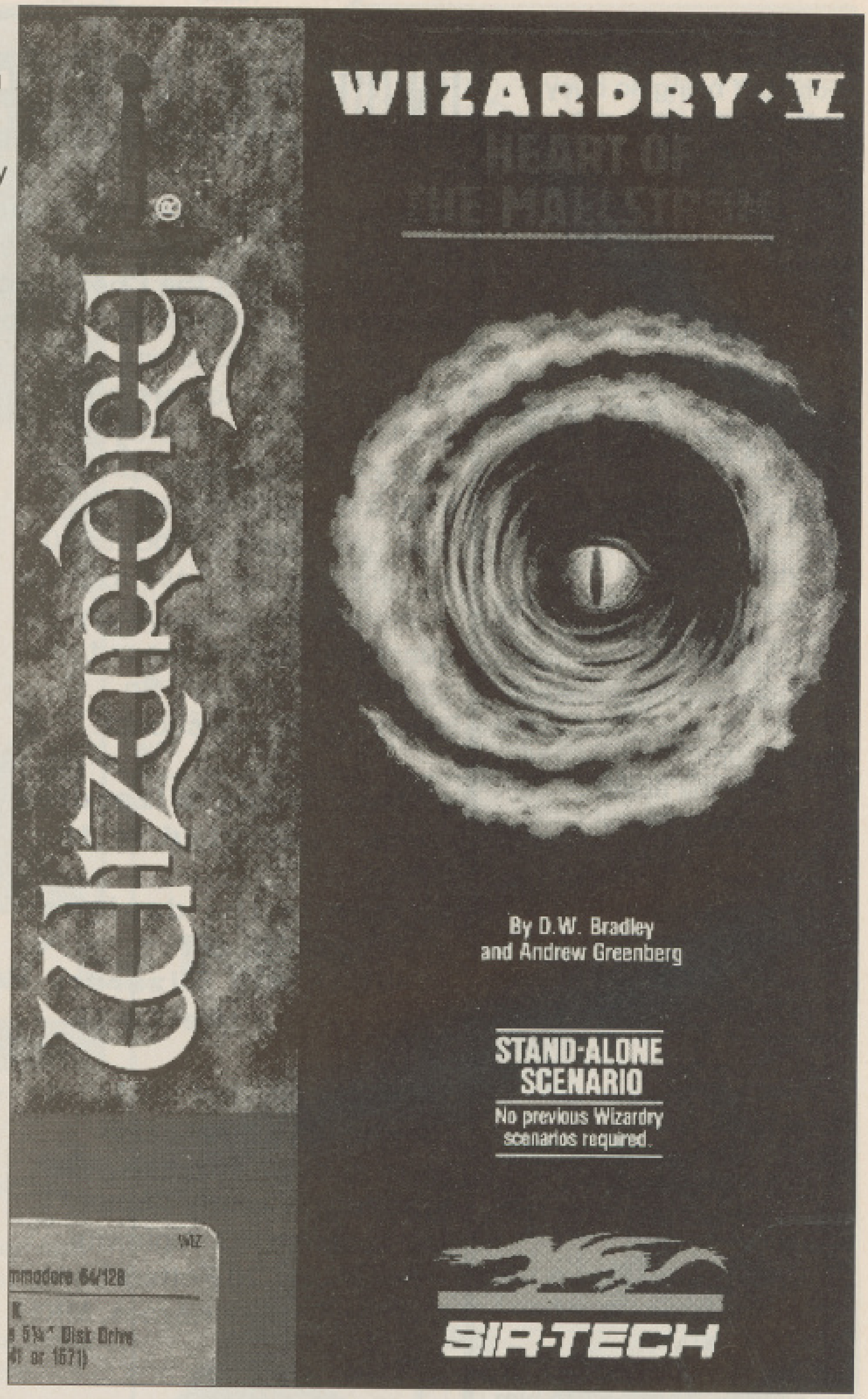
"Well, the original designers were now interested in other things so it appeared that no-one was available to do the other scenarios. One of the obvious reasons why they asked me to do Wizardry V, therefore. After that Robert Woodhead promised a friend of his that he would get his chance to write his idea for a scenario (Wizardry IV). So despite the fact that Wizardry V was actually completed Wizardry IV was written and everything was jammed up until that was finished. That was around 1988. They had to wait another year before Wizardry V could be released."



other formats, swiftly followed, by the final instalment, imaginatively called, Wizardry V. The fourth episode never appeared on the C64 (although there is still a chance it will be converted). It was not as popular as the rest of the series. Mainly because it has the reputation of being the most difficult RPG ever created! Wizardry V, for the C64, did appear in 1989, though.

The closest comparison I can give you when you play Wizardry is The Bard's Tale. You control a party of characters through a set of dungeon levels. You see small graphics of your adversaries when you enter combat. Spells can be cast and experience and treasure collected afterwards.





MADAM-TECH?

Brenda Garno is a living legend at Sir-Tech. She has been Sir-Tech's Games Master, helping frustrated players on a long-standing helpline,

"I spent a lot of time counselling people who had lost a character. Some people get really upset. I became a psychologist for a while. They would reminisce! They'd say, "Hey, I used to have this great fighter. He was just great. Let me tell you about some of the things he used to do..." It was almost like remembering a long-lost friend!"

Brenda's now in product development - writing manuals, testing the software and so on. Brenda holds the world record for completing every Wizardry: Wizardry I - 6.5 hours; Wizardry II 3.5 hours; Wizardry III 7 hours; Wizardry IV 10.5 hours; Wizardry V 15 hours. Not bad when you consider that, on average, you or I would take about 100 hours to complete each game. So how did the lovely Brenda become involved with Sir-Tech,

"I smoked non-menthol cigarettes. The daughter of the President of the company had run out of cigarettes and was asking for one. Everybody was smoking menthols and she didn't want one. Eventually I gave her one. She said, "Do you have a job?" I said no. She said, "Have you ever heard of Wizardry?" I said no. She said, "Have you ever heard of Sir-Tech?" I said, again, no. She asked me if I wanted to hear about Wizardry and I ended up joining in 1983 on the hotline."

Cigarettes may not be good for you but, it seems, they get you jobs in fantasy role-playing!

Messages and puzzles abound as do traps and other nasties. Each Wizardry improves on the last.

However, while the game engine improves the graphics do not. In fact the graphics are ruddy awful. The game world consists of simple black and white, vector, line-drawings while the enemy character graphics are basic and rather chunky. Wizardry V does improve somewhat, but not enough.

However Sir-Tech say that there is method in this particular madness. It is a question of limited memory, especially on the C64. You do lose the fancy graphics but you gain in the depth of the storyline and quality of the gameplay. Sir-Tech believe the American public treat the Wizardry series as a cult game. Each episode is awaited with baited breath. There are normally two questions on the lips of all RPG gamers in the States. The first is, "When's the next Ultima release?", while the second is "When's the next Wizardry release?".

The quality of play in Wizardry I-III is similar to that found in The Bard's Tale which is pretty remarkable considering the age of the first three games. Wizardry V has the strongest storyline of the series (with the exception of Wizardry IV, yet to appear on the C64), larger game maps and enough changes in its spells and method of play to offset the basic graphics. In Wiz V there are plenty of characters to chat to, pools to swim in and investigate, doors to pick,

ADVENTURE FANZINE ROUND-UP PT.4

This month I'm taking a slightly different subject for the monthly round-up. Normally, all of the mags covered appear on a regular, monthly basis. However, the following beginner's guide is a one-off publication. Even so, it is worthy of your attention and there is a chance that it may be updated on a regular basis.

TITLE - A BEGINNERS GUIDE TO ADVENTURES
AUTHOR - DAVE HAVARD
SUPPLIER - ATLAS ADVENTURE SOFTWARE, 67 LLOYD ST., LLANDUDNO, GWYNEDD, LL30 2YP.
PRICE - £3.00 (OVERSEAS READERS ADD £1.00)

Many people have, at one time or another written a book on adventures. On just about every occasion there has been some reference to beginners. Whether it's just been an introductory chapter or the whole book. Writing such tome is difficult. Firstly, because the author is, generally, an experienced adventurer and, thus, may find it hard to visualise all of the elements that beginners find demanding. After all, after a time adventurers take many of their skills for granted, quickly forgetting a number of the details they found difficult when they began, Secondly, such an author will surely receive some flak from some quarters for omitting an "essential" piece of information. Generally because authors of beginner's guides tend to forget or dismiss the obvious - which is exactly the sort of thing a beginner wants to know about.

Dave Havard, with the release of his beginner's guide, has attempted to put these problems to rights. His beginner's book is by no means perfect (what is?), however, it is good to see this neglected area addressed at all.

Arriving on 50-pages, in A5 format with a paper cover the Beginner's Guide is divided into 11 chapters and an appendix. The first two chapters describe themes and adventure types (text-only, icon driven, etc). The third, and largest, chapter takes you by the hand and guides you through a sample adventure transcript (including pre-drawn maps). In this case a golden oldie (literally!) - Artic's Golden Apple. After a chapter filled with notes on the Golden Apple and another chapter on saving and loading adventures Dave discusses synonyms and includes a comprehensive sample list that'll prove a handy reference whilst playing any adventure. Chapter seven continues the verb/noun input discussion whilst chapter eight expands into a full sentence parser debate. After sections on character interaction and the dreaded maze Dave devotes a chapter to experienced adventurers (describing the workings of adventures).

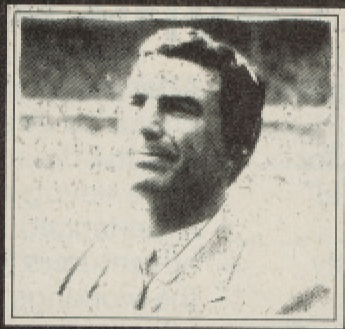
Dave Havard has had an admirable stab at creating a beginner's guide. However, I have three gripes. Firstly, the book is ridden with a number of appalling spelling mistakes (who playtested the manual Dave?).

Secondly, although the basics are included I don't think they are given enough space. I would have preferred the book to have dwelt on each point much longer, introducing multiple examples in case the beginner finds one, particular example hard to grasp.

Thirdly, I thought the design could have had more thought given to it. The introduction of the transcript of the Golden Apple appeared far too soon. There should have been a number of individual discussions on many more game elements. Once the reader had come to grips with each single component, then would be the time to lump them all together and introduce the transcript.

However, even with the above criticisms the Beginner's Guide is still a recommended buy as it includes many hints and tips never before seen between two covers of a single publication. Excellent value for money.

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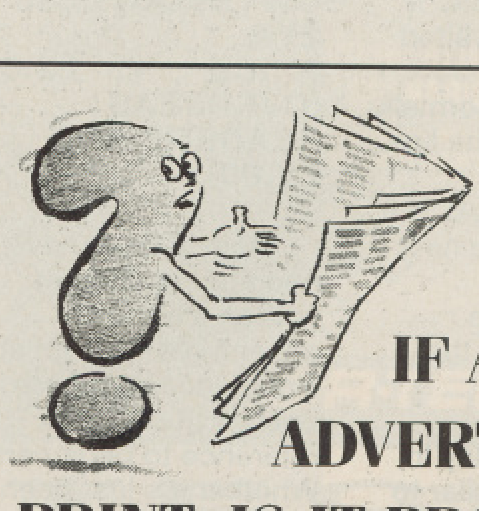
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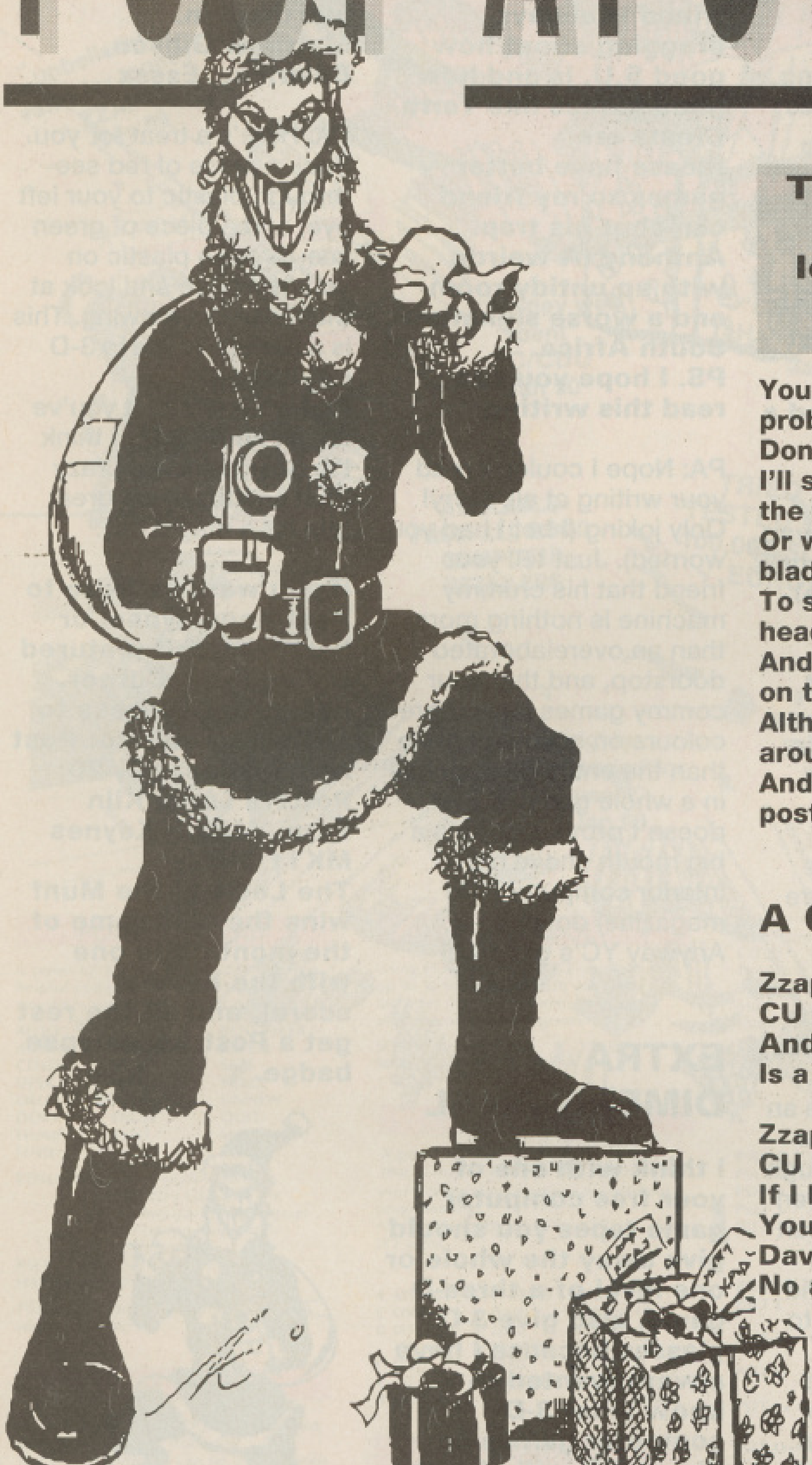
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You think you've got problem,
Don't worry I can aid,
I'll shoot you through the frontal lobes,
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To slice the top off your head,
And spread your brains on toast,
Although I think I'll sit around,
And answer all your post.

A CRAP RAP

Zzap is crap,
CU is too,
And I think C+VG,
Is a load of poo.

Zzap is crap,
CU is st,**
If I had a choice,
You would be it.
David H and Gemma B,
No address enclosed
(no idea why!)
PS. And try to put more bad language into Flame Head.
PPS. NOT YOU!!

PA: Erm... We do get some desperate readers don't we? I mean it's not as if we attract them, as far I'm aware this magazine is produced by a bunch of cute little teddy bears called Ruprin. And bad language indeed, why don't you bugger off (oops!).

LETTA OF THE MUNF EVERYBODY NEEDS GOOD...

I've been buying "Y64" since it was first published and will continue to buy this excellent magazine. Living so far from England we get the magazine in the shops here 5 or 6 weeks later than when it's first published.
Nevertheless I eagerly await its appearance in the local shops. Having 2 to 3 games on one cassette with each issue represents excellent value for money.
Some of my favourite

games include 'Popper', 'Rainbow Chaser' (Is there an end to this game? Or do you just keep collecting items?), and 'Frogs in Space'.
Also I'm an intermediate programmer in machine code. I haven't as yet felt motivated to go the whole way and write a game as I have considered the need to design sprites, characters and the actual game screens too tedious. Thanks to your magazine providing the excellent '3 in 1+' utility as a part of its game cassette, I am now able to - and desire to - try and write a full game.
I just wish to express my thanks to the magazine and those specific people (could you pass my thanks to them please?) responsible for this gesture. Also if it's possible to put the occasional utility on the tape I and many readers would appreciate it. Keep up the good work.
Elvedin Corhodzic, Melbourne, Australia

PA: Y64? Erm... First I thought that you might have been writing to the wrong magazine until you mentioned Popper and Rainbow Chaser (which does end, honest!), but now I reckon you need a pair of glasses. Do you have to pay for an eyetest in Aussie land (like we do)? I normally end up sticking two milkbottles to my eyes when I'm reading, it may not work too well but at least I get two free pints of red top for my money.
There's a few utilities we've thought about putting on the tape. We'd put a Microwave emulator on it but the tape melts every time we try. If we get anything together you'd probably be the last to know anyway (why don't you get a subscription, you'd get the mag pretty much the same time as the rest of the English Speaking world then?). Also well done in winning Letta of the Munf, please enjoy your copy of the excellent 100% rated Last Ninja 3.

MULTICOLOURED SWAP SHOP

I am 10 years old and a newcomer to the commodore. I have several good games and would like to swap them with anyone my own age (or close to).
Paul Goodacre, 101 Wellington Road, Boston, Lincs., PE21 0PB.
PS. Your magazine is very, what ya might call, IT. RAVE ON!

PA: You'd better not be talking about Piracy here because I'll not be responsible for such actions, and where there's £1000 up for grabs I'll be all out to grass on culprits. But I'm sure you're not and this letter gives me an idea. As from next issue (as long as there's enough demand) we'll have a Pen Pal corner where you can advertise yourselves in order to gain friends. Did you know that Rik has to pay people to be his friend, the other day he offered me £100 just to admit to knowing him at... (you promised not to tell. Boo hoo! - Ed).

SHUT YER MOUTH

I think YC is the best commy mag around to date, the only prob is that there is not enough colour. Also why can't you have games like S.U. (Sinclair User)? The reason I say Sinclair User is because my friend is always bragging about how good S.U. is and how good games like Terra Cresta are.
Please have better games so my friend can shut his trap.
Anthony (A weirdo with an untidy room and a worse signature), South Africa.
PS. I hope you can read this writing.

PA: Nope I couldn't read your writing at all, sorry! Only joking (I bet I had you worried). Just tell your friend that his crummy machine is nothing more than an overelaborated doorstop, and that your commy games have more colours on screen at once than the entire Speccy has in a whole game. If that doesn't prove that he's a big mouth shove his inferior computer (and magazine) down it.
Anyway YC's got me!!!

EXTRA DIMENSIONAL

I think with one of your free computer game tapes you should give away the whole or one level of a three-D game, also give 3-D glasses because I have always wanted to know what 3-D computer games are like and it will give the readers an experience in 3-D games. It might even attract more people to the best ever commy 64 magazine - YC.
I also want to see what turtles is like because I don't know whether to get it for Christmas.
One other thing, Sinclair User has started giving tape boxes with their free games, I think you should start doing that because I'm running out of tape boxes to put them in.
Matthew Gibson, Billericay, Essex

PA: Here's a treat for you. Stick a piece of red see-through plastic to your left eye, and a piece of green see-through plastic on your right eye and look at the following drawing. This is a picture of me in 3-D just for you.
And what is it that you've all got about S.U., I think I'm going Sinclair Crazy (that sounds like a great title for a magazine).

If you want to write to Post Apocalypse, or have yourself featured in Pen Pal's Corner, here's the address to send your mail to: Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes MK11 3HF.
The Letta of the Munf wins the star game of the month (the one with the highest score), and all the rest get a Post Apocalypse badge.



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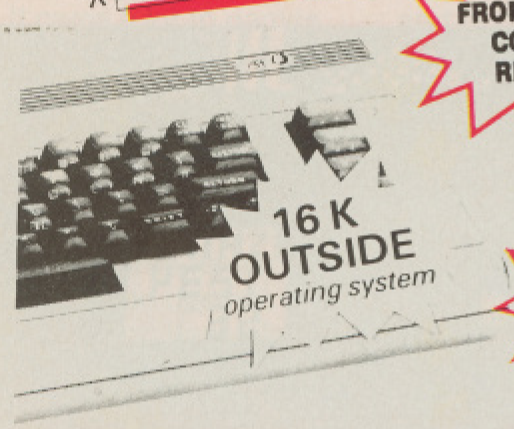
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DEEK	INFO	TRACE
DELETE	KEY	UNNEW
DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET : *Set up of printer type.*
HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

BLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

POWERMON

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Also works in BASIC-ROM, KERNAL and I/O areas.

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C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
	M MEMORY	W WALK
F FILL	P PRINT	X EXIT
G GO	R REGISTER	$ DIRECTORY
H HUNT		DOS Commands

PRINTERTOOL

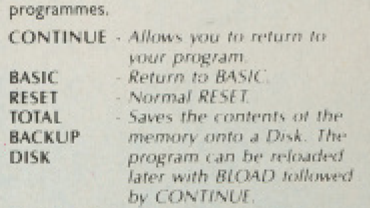
The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distingishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off*

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POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with many programmes.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

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TRADE AND EXPORT ENQUIRIES WELCOME

THANGS TO COME

What's over the rainbow old chums, apart from Judy Garland of course? The answer to that lies with the software moguls really, but Rik Henderson and his ruby red slippers wheedles a few choice previewettes out of them.

SUPER MONACO GP

US Gee have an up and down track record (if this isn't prime comedy material then my name's not Trevor and Simon) when it comes to racing games. Outrun (which was poop) and Turbo Outrun (a fabbo game with stonky bits) both spring to mind as the most extreme, and now, due to the new licensing deal with arcade giants Sega, we are to be graced with a conversion of the coin-op classic Super Monaco GP (GP stands for Grand Prix, or maybe Great Pixels or something).

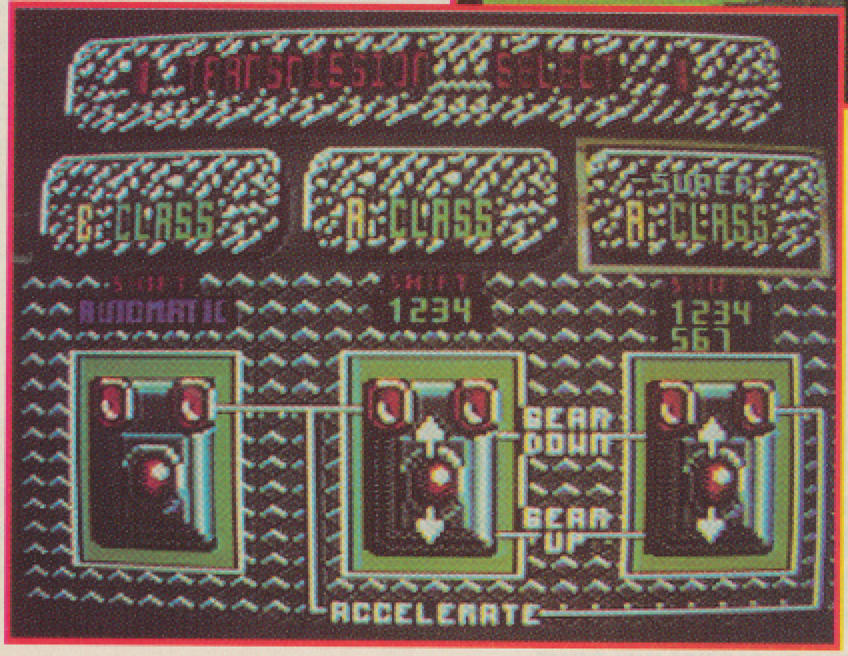
This will be converted by Turbo Outrun's programming team (and just about everything else in the history of C64 games) Probe, so we're on the right foot for a start. And from initial looks (exclusively by the YC wrecking crew - "MC Hendy and the Spam loving posse") if it isn't a stonker I'm a cabbage stalk.

When you look at the basics you realise there's not really too much that's any different from all the other racing games that have flooded the market. You sit at the seat of a big throbbing formula one car, and you have to race on several varied courses, doesn't sound too original does it? But you do get the option of racing with automatic gears or by manual, and there are five gears as opposed to the usual high and low that we're normally limited to.

The graphics are slightly different for an arcade driving game in the fact that the view from your car is from the cockpit, instead of the usual 'floating ten foot behind the car and in a slightly top down' viewpoint. And at the top of the screen is a mirror that shows what is behind you at any one point.

Along the track there are loads of bends, etc. but there are also instances where you'll be forced to travel through a tunnel, and this is done in a infinitely better way than Chase HQ (another arcade racing game to feature this method).





Super Monaco GP will be THE game to watch out for in the spring (booiiiinnggg!!) and you'll be able to catch a full review in this mag in a short while.

CREDIT CARD

NAME:	SuperMonaco GP
SUPPLIER:	US Gold
PROGRAMMER(S):	Probe
PRICE:	To be announced
RELEASE DATE:	March '91

ON THE DRAWING BOARD

CREDIT CARD

NAME:	Shadow Dancer
SUPPLIER:	US Gold
PROGRAMMER(S):	Images
PRICE:	To be announced
RELEASE DATE:	March '91

SHADOW DANCER

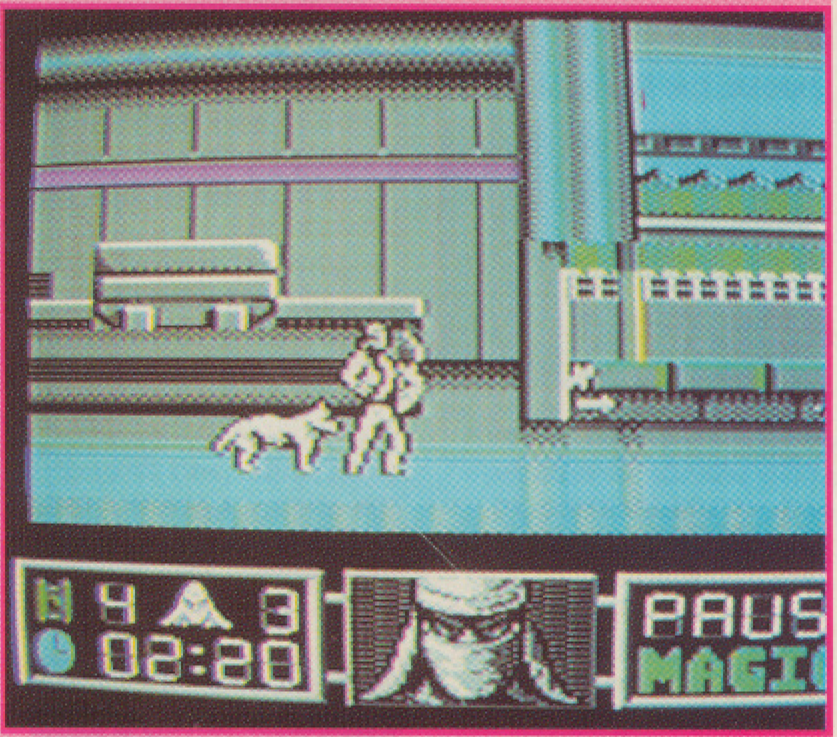
Another of the Sega coin-ops that falls under the new license deal with US Gold is Shadow Dancer, a game that is most definitely in the beat-em-to-bits-and-then-some category.

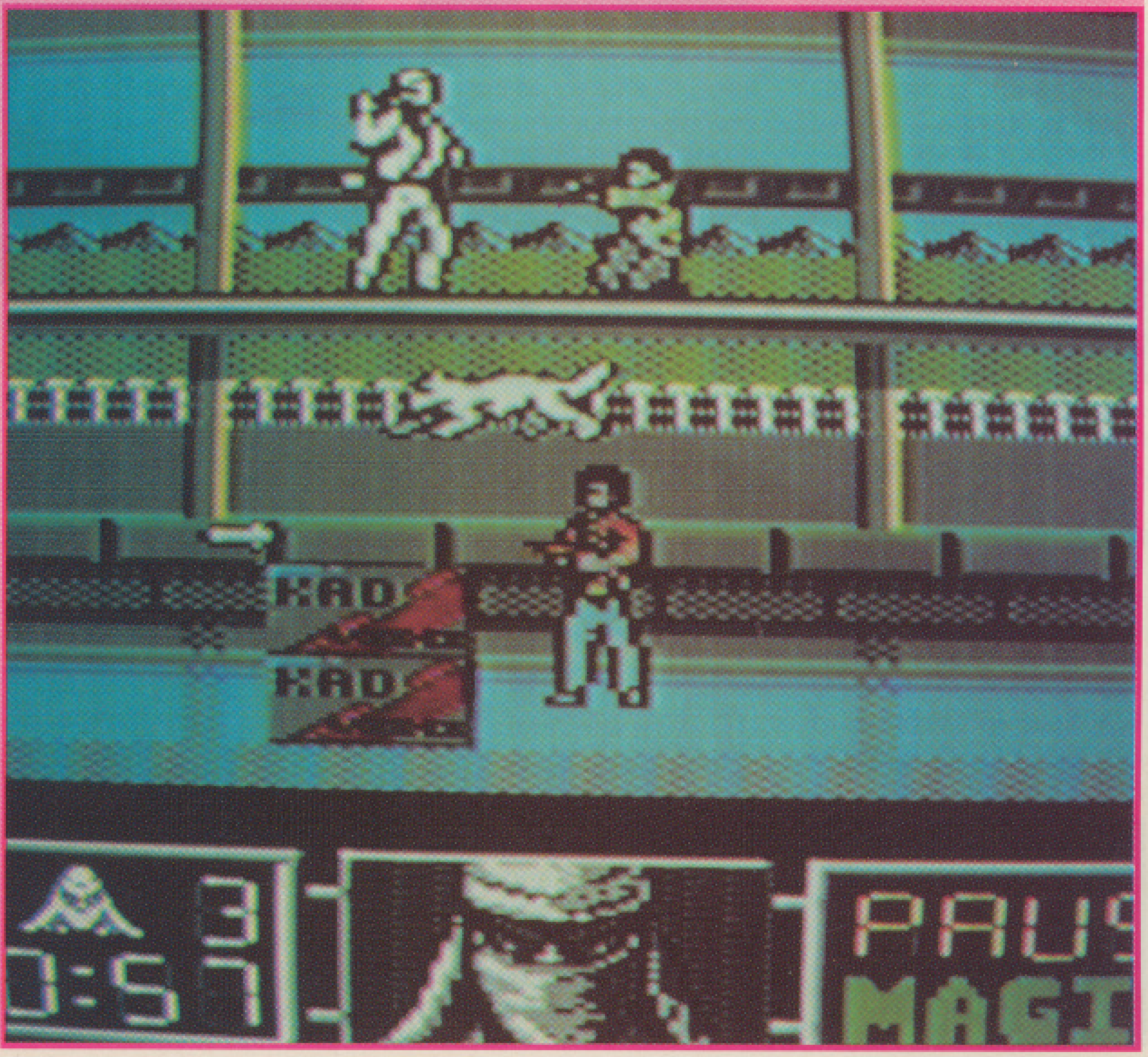
It owes a lot to games like Dragon Ninja, Shinobi, and even Midnight Resistance, as you have been grabbed by the whatsits (the CIA or somebody) and shoved quite firmly into an airport that has been overrun with terrorists who have placed several bombs all along a horizontally-scrolling landscape. Also guarding them are lots of very hairy fellows with horrible moustaches and big munchy guns, and they'll not think twice about drilling you full of more holes than a rather baggy string vest.

And what have those rather clever chaps who've assigned this task to you given you to help? Nope, not an UZI semi-automatic, or even a small pistol. They've given you a nice, cuddly, white, fluffy, Alsation-like dog. See how he leaps. See how he bounds. See how he sniffs other dogs' behinds and pees up lamposts. Mega helpful I don't think.

But you are rather fond of this cute likkle puppy wuppy and in some sort of opposite logic, you become a mass-murdering death dealing Ninja with an attitude in order to look after Rover.

Images is the programming team converting it (being previously responsible for the commie version of R-Type among many others) and from an initial view we can safely say that it's gonna be a must buy for fans of Shinobi-type games. The graphics are as faithful to the original as you're likely to get, and the dog jumps about in a very smooth and realistic way (showing very promising animation for the rest of the game too). The only minor niggle that is bound to be improved on before release is that when the Shadow Dancer himself is spewing Ninja laser bolts at the enemy it looks like he's having a rather jolly rib-tickling chuckle.

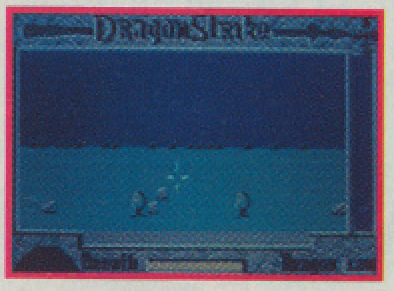




DRAGON STRIKE

US Gold

This is the latest S.S.I./US Gold game based on the famous series of AD&D books, the DragonLance



saga, although it's not role-playing or arcade adventure for once. In fact it's rather more original than any of the others, and even more so than any other game that you'd care to mention.

Why? Well it's being heralded as a 'dragon simulator' which is essentially similar to a flight simulator except you can substitute the airplane for a rather huge, fire-breathing, smoke farting dragon, and you can throw the second world war out of the window and insert a plot based around knights, bad breath and lances, and the plight of a fantasy land, if you can name another game that focuses around the same idea I'll send you a large Vindaloo with extra chile powder, that'll make you breath fire.

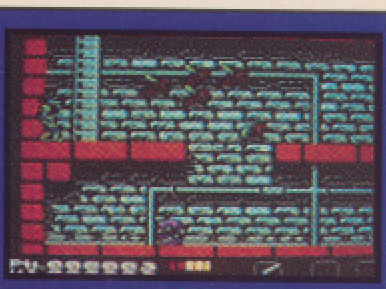
You can progress through over 20 different missions, all of which based in the land of Ansalon, as you swoop, rise and fart your way over, under and through the enemy. Look out for a review next month when we reveal exactly what mixture of acid and spit it



takes to dissolve an entire reptilian army (very handy for School breaktimes).

TEENAGE MUTANT HERO TURTLES

Imageworks



They're here (almost) just in time to coincide with the release of the mega bunga movie release, although the plot, graphics and pizza flavours owe more to the cartoon series than anything else.

Now I know that there's going to be at least one of you that'll stand up and say "who are these jolly green Turtle Mutant Ninja Teenagers, and why have they bally well deserved a game to themselves?" but all I have to say to those is 'go stand in the corner with a white cone on your head for being so stupid, thicko'. If you've missed the turtles you don't deserve to be on this planet.

The game concentrates on Shredder (only one of the villains the fishy smelling foursome have encountered, although their most arch-enemy) who has kidnapped the fair reporter April O'Neill, and refuses to give her back until Perfect Pizza give him a years supply of deep pans (or something), and the Ninja Turtles must give him a good beating in order to get her back. Before they can though, they have to find him and Rocksteady, Bebop (two other mutant animals), and a plethora of other martial arts experts are all out to stop them.

During the game you get to play all of the Turtles, and even participate in two different game styles. One overhead and one horizontal scroller. It's essentially similar to the game previously released in America by Ultra (available on very dodgy import) but that was a bit crap so Imageworks have taken the code, altered the graphics and made the game that much better (thanks to Probe again). Tune in next month for a full, no pizzas allowed, review in a half-shell.

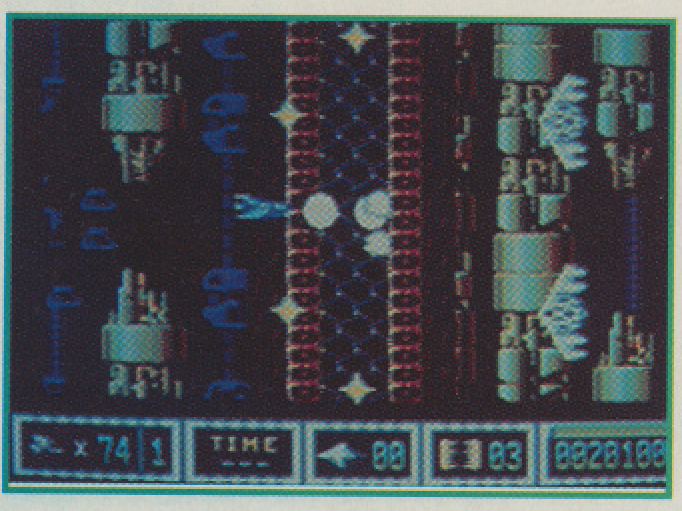
TURRICAN II

Rainbow Arts

And so it came to pass that Turrican was a rather stonky shoot-em-up cum arcade adventure and everybody did go out and spend their spondoolies on it and they were more than pleased. But the great Rainbow Arts was not happy with just having the one



Turrican game and it took a rib from the original and planted it into a big pot of grade 3 medium peat soil and baked it on an electric ring with a sprinkling of Beans and mini sausages and low and behold a new game arose that contained many of the original features of the ever-so popular first, and the company decided to call its new baby Turrican II for it was also stonky and will also have lots of wonga spent on it.



Er... perhaps this isn't the exact way that Turrican II is being programmed but let's have a little leeway here, I mean us journos have to have some way of saying that a game is rather wicked without having to say that a game is totally wicked, and boy is Turrican II smeggingly wicked.

It has everything the original had, but more of it and with tweaked gameplay that is a lot more playable. The graphics too are pretty chillin' too, so catch the review next month or you just won't know what you're missing (other magazines just don't do the best games justice).

CATACOOMBS



Ashley Cotter-Cairns explores the world of Catacombs - and Daz, the creator, says "Have system, will travel!"

WHAT IS LIVE ROLE PLAYING?

LRP is all about getting away from it all for a few hours. Dungeons and Dragons players will know what it's all about - taking on the character of a Lord of the Rings type of persona, inventing a name for them, and then controlling what they do by throwing dice.

LRP is different in that, as well as thinking like the fantasy character would, you have to speak like they would, act like they would, dress like they would, make facial expressions - everything. "Live" means just that - you become the character in a real-time situation, face 'real' monsters, hit things for real (within safety limits of course), and generally escape from our world for a while and join a new world of monsters and magic.

In each system, things are run differently. Some places will let you play Conan the Barbarian, others Luke Skywalker from Star Wars, others still Mr. Spock or Captain Kirk. You can live out your fantasies, and have a lot of fun too!

A FIRST-TIMER'S COMMENTS

ASH:"What did you first feel when you arrived?"

CHELLE:"My first thoughts were that I wouldn't enjoy the day at all. Live Role Playing was something that I'd never done before (I've only played D&D once), and I wasn't sure that I could get into the idea."

ASH:"Did the jargon put you off, or did you have an idea of what to do straight away?"

CHELLE:"Well, don't get me wrong, but all of the jargon did put me off rather a lot. I never did understand a thing, I still don't really."

ASH:"You mean the game wasn't explained properly to you from the start?"

CHELLE:"Yes it was, but it all went over my head to an extent. I knew that I was playing another character, running around a load of woods and hitting people with rubber swords. I saw a few people walking past, but I didn't feel uncomfortable in costume because evrybody else was too."

ASH:"So, if you only had a rough grasp of why you were there, what did you do about it?"

CHELLE:"I followed the rest of the party around, not really getting into Jaspa's character until I knew more about the game, and what I could do - then I jumped in, feet first!"

ASH:"What happened to get you more involved?"

CHELLE:"Well, some guy went beserk. Everyone hit the deck except me, and he turned on me with swords waving..."

ASH:"Don't worry about it, we've all had THAT experience!"

CHELLE:"...well, I didn't know what to do. Then I felt someone grab me and I was thrown down too!"

ASH:"Best thing under the circumstances. Then what did you think of the game, once you got the hang of it all?"

CHELLE:"I began to lose my doubts about the whole thing, and really started to enjoy myself. I really didn't give it a chance before it started - I thought that the whole idea was a waste of time and stupid (something that little kiddies get up to) - but I was surprised and encouraged by the attendance of other girls and the fact that everyone was my age after all - not a bunch of snotty schoolkids.

"Apart from all of the gnat bites (!) I really enjoyed the day and I think that people should get involved more. It's really worth the effort that people make to these games (the organizers as well as the players), and I will be going again in the very near future."

CATACOMBS - THE YC ADVENTURE

by Sorella the Wyse

Life was dull in town. Nothing much had happened for weeks. An odd job here and there of course. Nothing too

outrageous though, so I was more than ready for the challenge that awaited this summer's morning.

There was a commotion towards the centre of town. I headed that way, and found a notice pinned to a tree - "Help wanted". That sounded right up my street, so off I went in the direction of the red light district.

I met up with a small group of people who had had the same idea as I had - to get rich quick on a quest. There were many strange and peculiar types there; some were fur-clad and carried huge weapons; others were sly-looking and shifty-eyed, preferring the cover of the shadows to the light. At the centre of the group there was the man who had asked for help. He stood, badly wounded, by the body of a girl.

Keeping one eye on my back, I approached the man, and as no-one else was talking much I took charge of the situation.

"I understand that you have a job for us to accomplish. My name is Sorella."

He waved a sword at me. "Come no closer. Yes, I have a job for those who are willing to perform it."

Whispers of magic came from behind me. A tall, fat humanoid creature came up to me and said quietlly "Be careful. He's evil."

Bearing this in mind, I began negotiations. It seemed that he was evil in purpose but not in intent, and he had a genuine quest - to kill a Ninja leader and bring back his head. There was also a scroll that he would like back as well.



After offering us 200 Tigerans each (which I negotiated to 1,000 per item that we returned), he left us, pointing in the rough direction of a wood.

We set off. Our scout, who literally ran everywhere, got to the entrance to the wood first. By the time I arrived with the others a fight had broken out. I soon hit the deck when a large warrior got a glazed look in his eyes and started beserking!



Whilst on the ground I found a potion bottle. Hopefully it would come in handy later, so I put it in my pack.

When everything calmed down, we moved on. We came across an Oriental type of person, who said that he offered knowledge. He told us to put our fist into his bucket, and learn from the fact that the hole in the water went away when you took your hand out!

I showed my contempt for him by calling him a suitably colourful name, and he started going mad! We killed him, but he kept coming back to life until we tipped out the water from the bucket. Then a warrior grabbed the bucket and proclaimed it as his own.

We proceeded without further ado into the depths of the wood. A Cosmic Elf (at least, that was what he claimed to be at first) greeted us and told us not to go any further because there was a dragon. But when FO the beserker started on him he cast a cloud of magical darkness.

I didn't want to get involved in the fight so I cast the illusion of a tree around myself. I stood very still and watched our warriors get chased by the charlatan Elf and another Ninja.

The next person we met (after the scout had dived over three tripwires to get some treasure) was a Wood Elf. She had a pet shambling mound who looked like a big pile of leaves. I thought that it might be fun to be one too so I cast an illusion around myself again. So did the beserker, and so there were three shambling mounds!

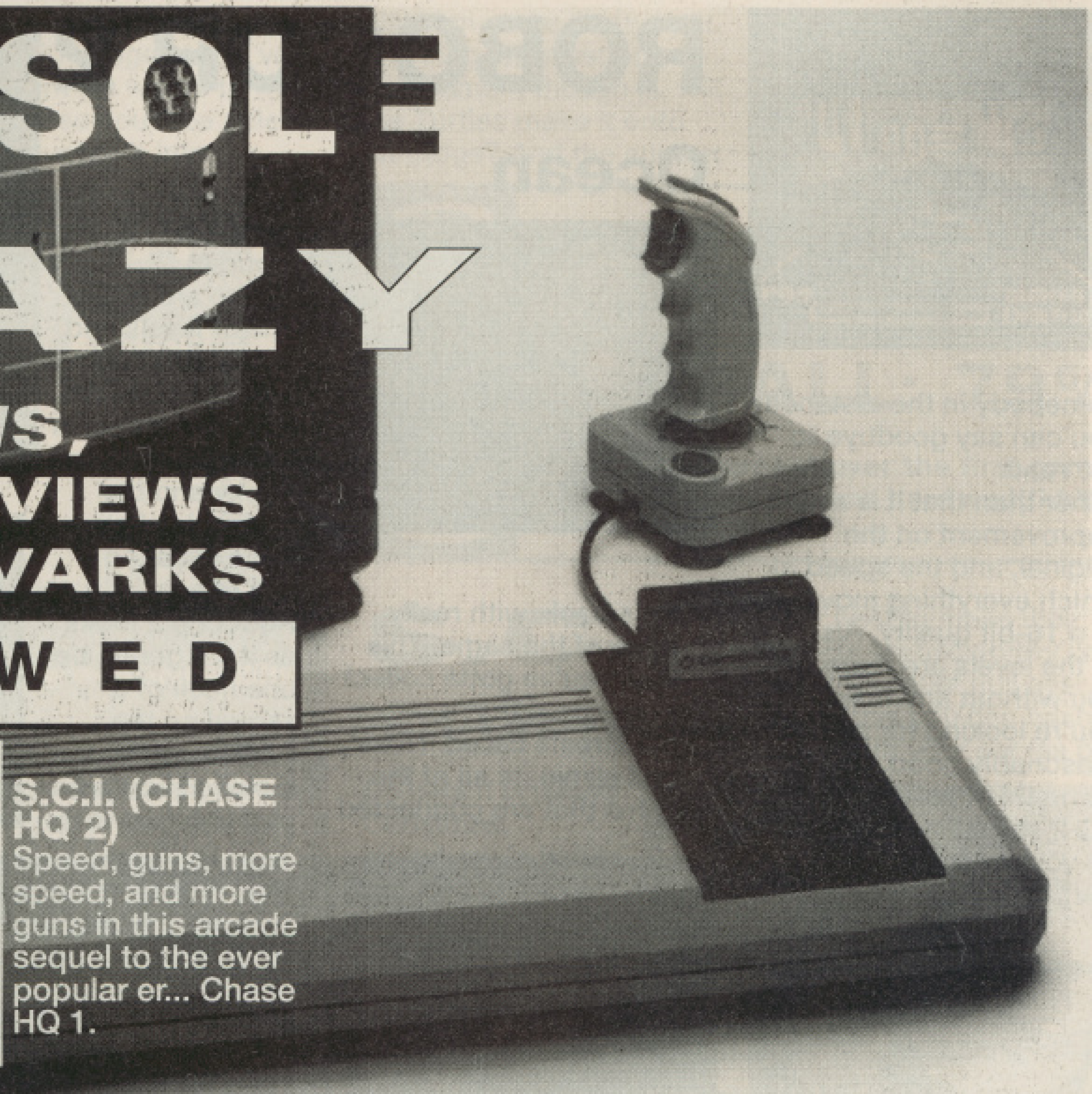
Things really started getting confusing at that point. An archer and his bodyguards popped up from nowhere and started abusing us. Then we met the big Ninja boss. He had the power to leap over us and disarmed the bucket warrior, who he then butchered.

The warriors killed the henchmen and I and another warrior, Axelan, chased the boss. We cornered him and killed him. I had aquired the bucket from its now-dead carrier and so this was a handy vessel for the head. The scroll was hidden in the balaclava, and I stashed this away too.

Axelan and I realised that we were alone, so I suggested running away with the spoils. This we did with great success, and we got 1,000 Tigerans each. We also found out that the person who hired us was the leader of the outlaw tribe and when he heard what we had done he asked us to join them. We agreed, and went about our business as sworn sword brothers, to fight again another day...

Daz and his system are mobile. That is, Daz has legs, and his system is flexible enough to be used anywhere there is a woodland. To hire him to go to a specific location will cost his travelling expenses plus the usual fee of #7 per adventure. But you can play at the weekend locations by getting in touch with him on this number:-

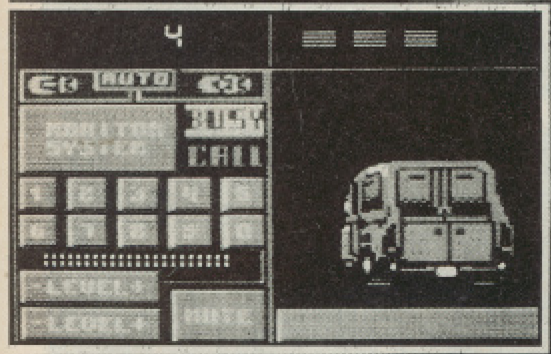
(0202) 22401
And happy adventuring!



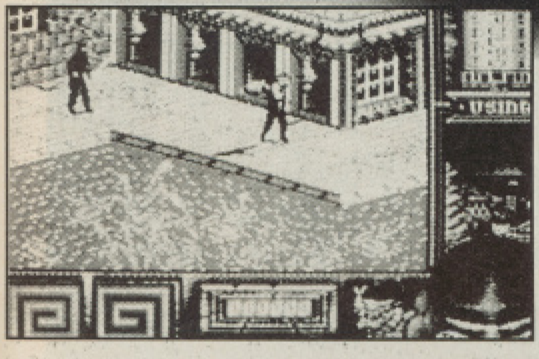
KONSOLE KRAZY

C64GS NEWS, VIEWS, PREVIEWS AND AARDVARKS

REVIEWED

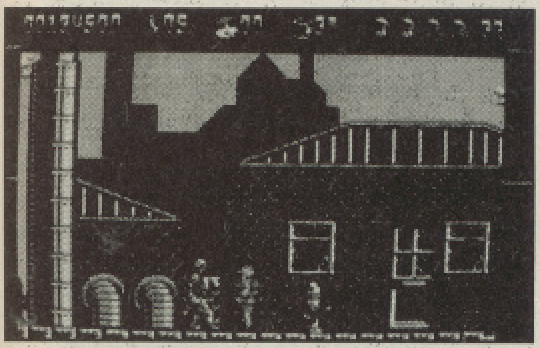


S.C.I. (CHASE HQ 2)
Speed, guns, more speed, and more guns in this arcade sequel to the ever popular er... Chase HQ 1.

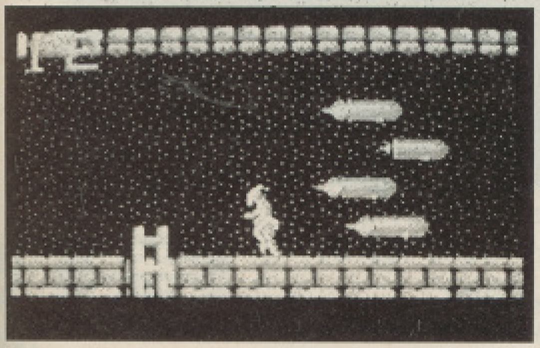


LAST NINJA 3
A cartridge update on the full review elsewhere in this mag.

PREVIEWED



ROBOCOP 2
The bobby in a tin can is back with more excessive violence that'll suit even the hardened psychopaths.



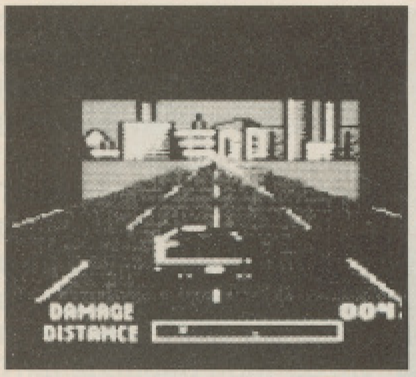
SHADOW OF THE BEAST
The 16-bit wonder hits the C64GS at last!

BRIEF BITS

Domark will be rereleasing all of the old Tengen range on cartridge. The first of which is Vindicators, an ancient blast that sees two players compete with or against each other in a sort-of top-down view tank game. It's all done very well and is a very good emulation of the arcade machine. Originally the game was a multiload and really suffered because of it. On cartridge, of course, the many screens are available in a split second, so it really lends itself to the GS.

US Gold will be supporting the new machine with conversions of a few of its old catalogue and a promise to produce cartridge versions of all its forthcoming releases. The most likely candidates for release at the moment are the excellent Strider (and sequel), Turbo Outrun and a few of the Capcom games. Up and coming are Super Monaco GP, Shadow Dancer, G-Loc, and that's just for starters.

Ocean's next release (after Robocop 2 and Shadow of the Beast) is Pang, a cute game that has you firing arrows at a multitude of different coloured balloons. If this sounds a tad similar to you, then like me you might remember the yonks old Pooyan, but we'll not mention that shall we?

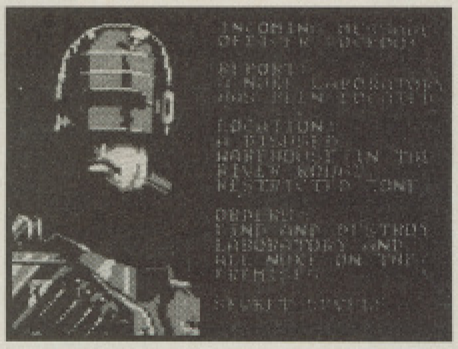


somebody in the distance you can say goodbye to the road.
Other than that it is a vast improvement on the original, and the speed at which everything moves is of a 16-bit quality. Also all of the levels are there for you without any fuss. If you're looking for a reasonably good driving game this Chrimbo, Chase HQ 2 should certainly be on your mind.
Rik

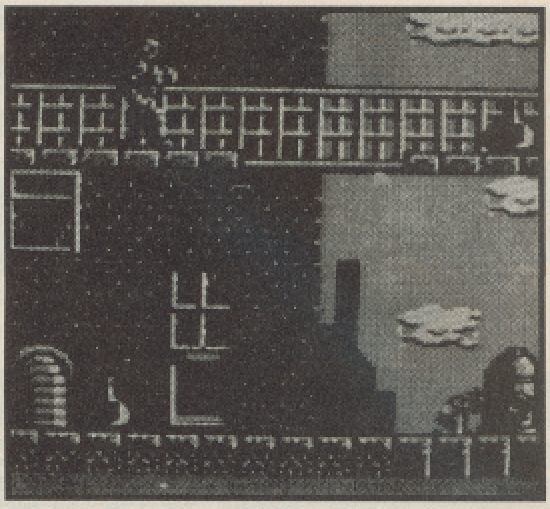


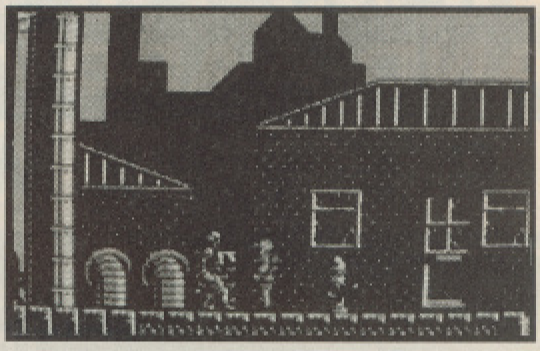
ROBOCOP 2

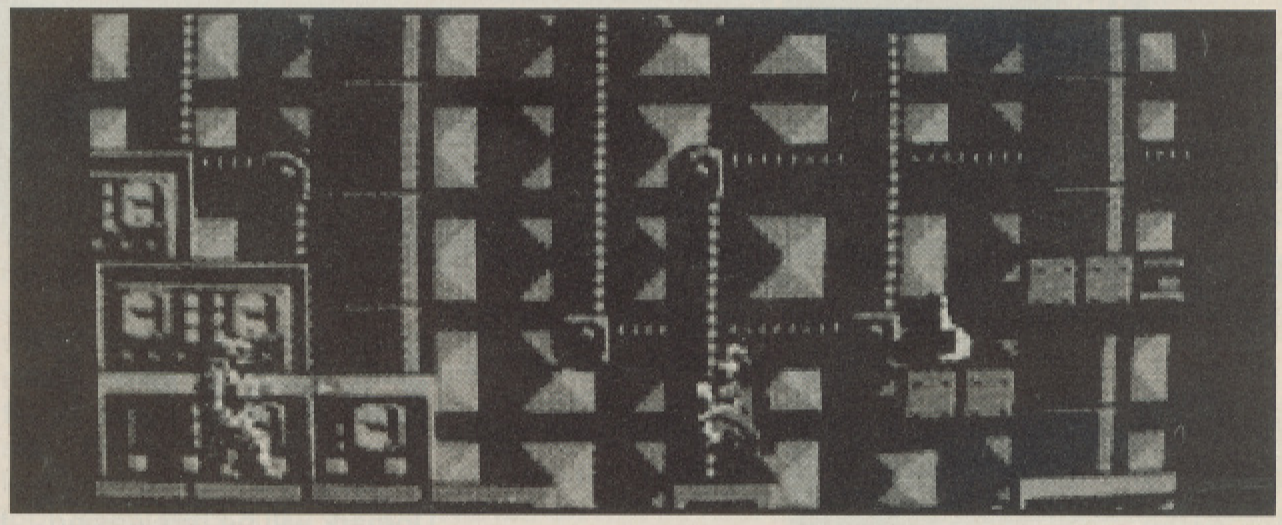
Ocean



He's back, with really more of the same. This time you've gotta collect a new drug that's out on the streets called 'Nuke', and eliminate all of the crims that are connected with it (of course).
There are three major levels and a few sub games, just like last time, only the graphics are a lot more funky and the gameplay has been tweaked a hell of a lot.
Robocop 2 looks as if it's gonna be one heck of a sequel on the C64GS, unlike the movie (it was a bit poo to be honest).



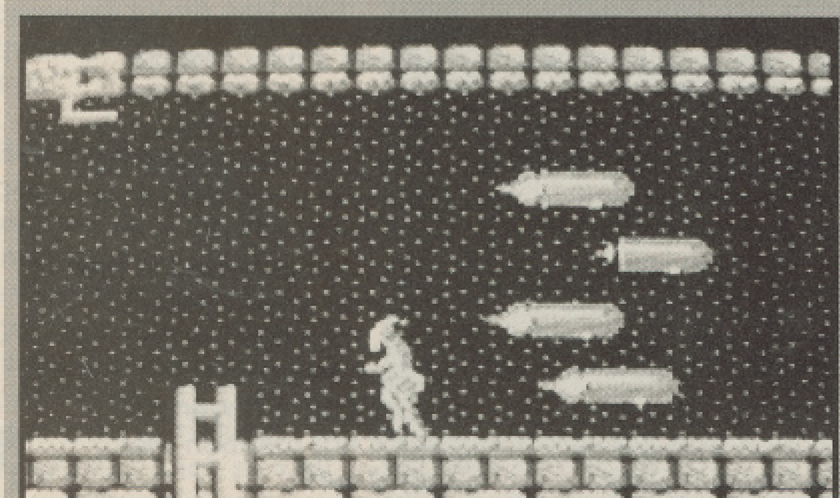


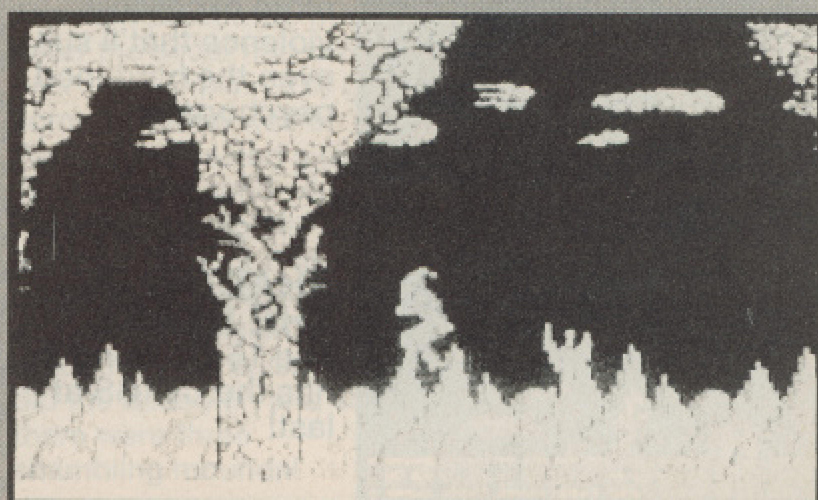


SHADOW OF THE BEAST

Ocean

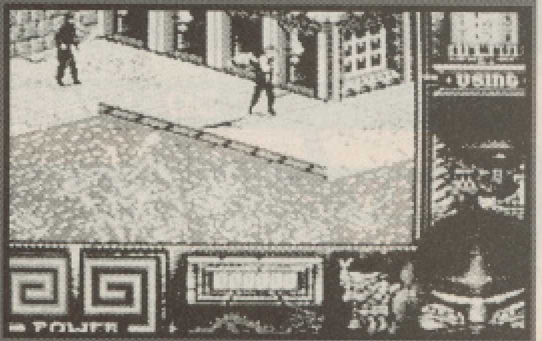
This was so popular on the 16-bits that it finally calls for a commie version. It's gonna be so huge though that it has to be on cartridge only.
It's a fantasy based arcade adventure that needs super fast dexterity and a lot of lateral thinking to get anywhere, and rumour has it that the gameplay will be twice as good as the original.



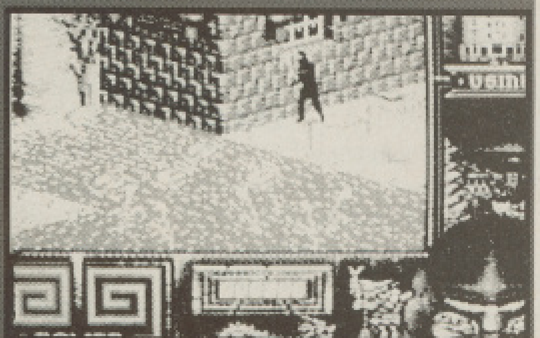


Another rerelease that's almost near completion is Rick Dangerous 2 (a game that was YC Fun Oned not too long ago). It's being converted onto cartridge by Vivid Image at this very moment (as we go to press), so you'll be able to get your teeth into the platform game lickity split. The biggest question at the moment though is, will the Turtles make it onto cartridge? And the answer is, we haven't got a clue. Oh well Turtle fans, maybe we'll find out next issue.

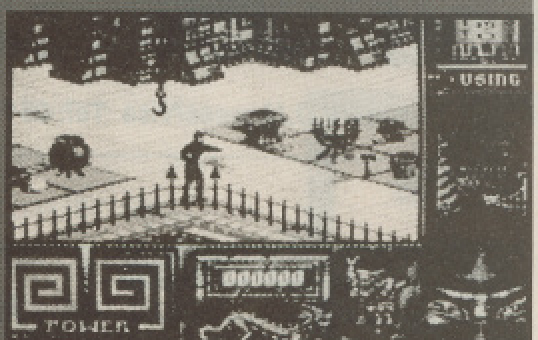
LAST NINJA 3



If you want the main gist of what this game is all about, you'd do better to skip along to the main review elsewhere in the mag and read it, I'll wait here. Tum, te, tum... La, la, la... Right? Got it?
Good now I'll just update you on how even more stiffy the game is on cartridge.
It's identical as its cassette and disk counterparts but for the fact that it loads in one nanosecond (probably, unfortunately my Daley Thompson stopwatch is only accurate to one tenth of a second, and blew up when I tried to stop it any quicker), and all the corresponding levels are also available to hand pronto. Other than that you're looking at a carbon copy in terms of graphics, presentation and sound. And if you expect the gameplay to better at all I just ask you this - how can you better the best?



There's so much going on though that the game has to be crammed onto a 4 meg cartridge (in preference to the 2 meg ones that just about everybody else uses) and as such pushes the price up a bit. Therefore most of you out there will find that you have to save up loads of cash just to get it, and those who just own a normal C64 might do better to get the disk or cassette version. You C64GS owners though will have to make your minds up, but I'll tell you that this game is the cats goolies and no mistake.



Rik

CREDIT CARD

Name: Last Ninja 3
Supplier: System 3
Price: £24.99

OVERALL: 97%

The price just alters the mark to lower than its tape and disk counterparts.

CREDIT CARD

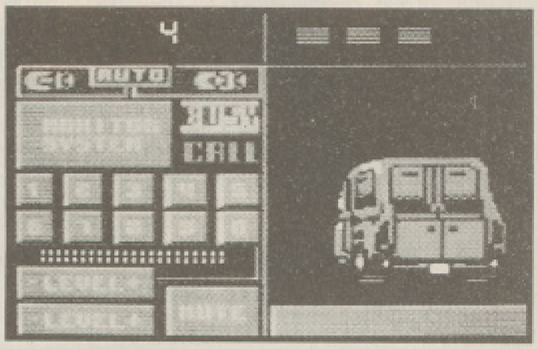
Name: S.C.I. (Chase HQ 2)
Supplier: Ocean
Price: £19.99

OVERALL: 79%

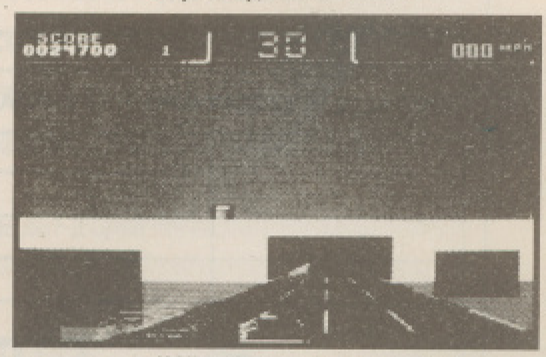
A vast improvement over the first game, but the controls are too hard and fiddly.

S.C.I.
(CHASE HQ 2)

So here it is (Merry Christmas, everybody's having fun) the sequel to the game that promised oh so much and was a rather floppy sausage when it all came down to it.



But will this meaty comestible be a lovely fried meal or yet more dog food?
It's neither really, which is a shame because in the arcade it was so good that I wet my pants when it first came out. The thrill of the chase and the sheer violence of the gun fight added together to make any budding Mary Whitehouse trade in her knitting bag and adopt leathers and a Magnum .45. You see, after the original few missions, the force has given you a gun to use during the chase as well as a beefed up car that'll take a good amount of bashing (an infinite amount to be honest).
Like the original you have to speed along the American highways and catch up with some 'orrible villain or other, when you do you must do your best to make their vehicle unroadworthy so that they must pull over. To do this you can bash them with your car (as per the first game) or you can blast the frag out of them with different kinds of weaponry (a pistol first followed by munchier gear that drops from a helicopter for you to catch).
That's about it for the gameplay, and its only varied by the layout of the roads and the hazards that lay about. The problem with the game is certainly not the graphics or muzak (they're both superb), no it's the



difficulty in controlling your car. It's murder going around corners, and when you're trying to shoot a volley of bullets at

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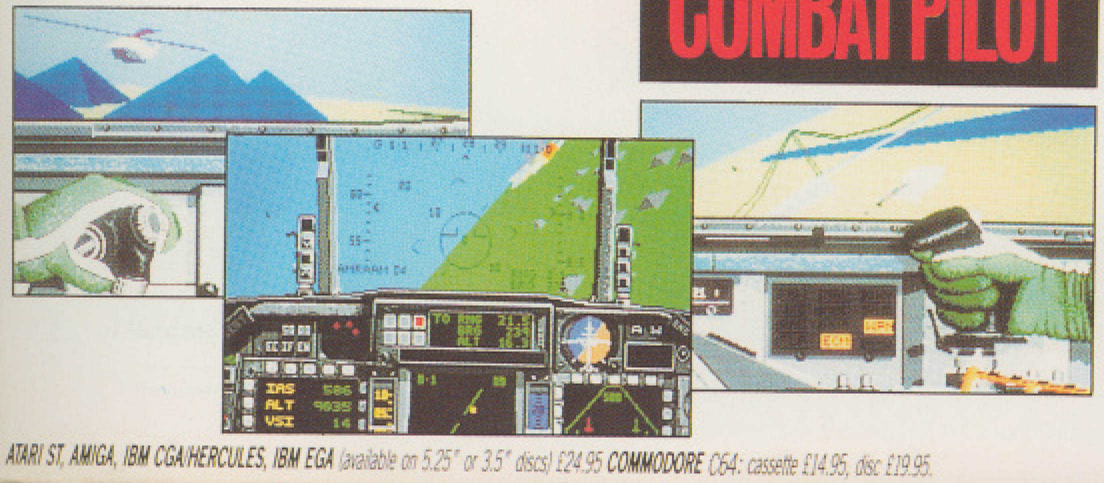
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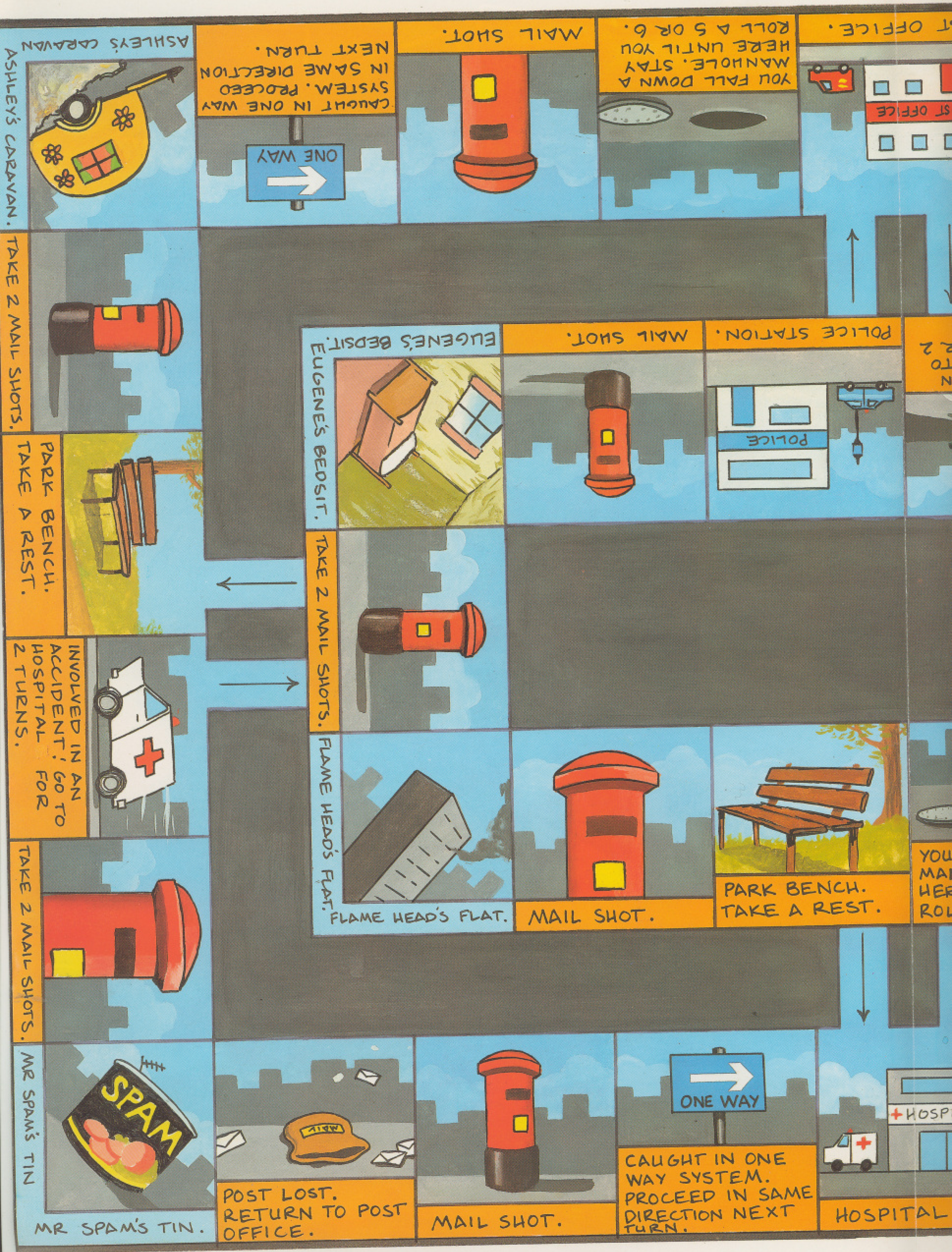
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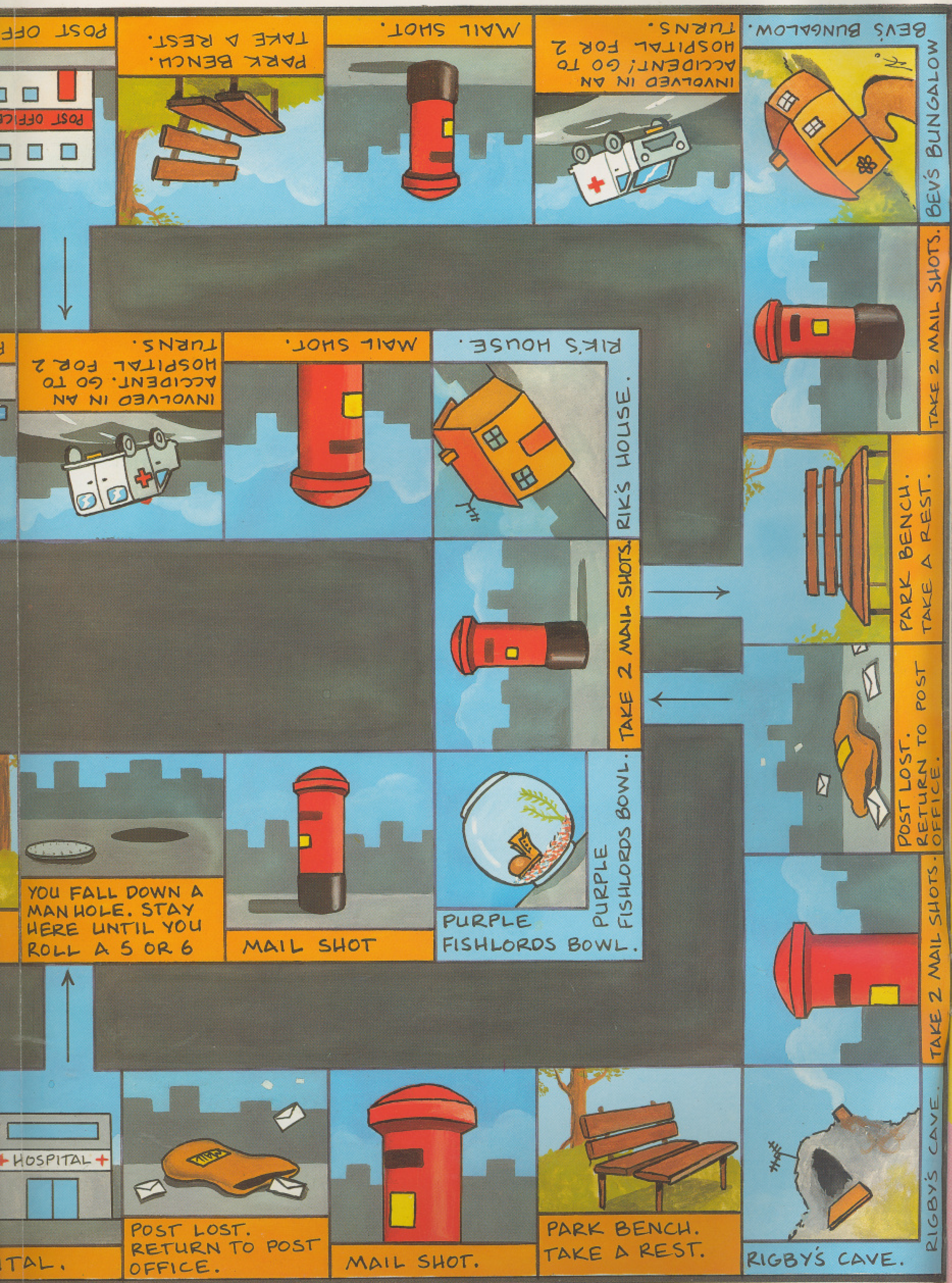
Digital Integration Limited, Watchmoor Trade Centre, Watchmoor Road, Camberley, Surrey GU15 3AJ.

ATARI ST, AMIGA, IBM CGA/HERCULES, IBM EGA (available on 5.25" or 3.5" discs) £24.95 COMMODORE C64: cassette £14.95, disc £19.95.

'F-16 Combat Pilot is a milestone in C64 programming - a true achievement'
- 88% - Your Commodore.


4 FOOTBALL FANATICS
4 GREAT GAMES
SOCCER MANIA
COMPILATION
4 GREAT NAMES
FOOTBALL MANAGER 2
MICROPROSE SOCCER
Gazza's SUPER SOCCER
FOOTBALL MANAGER World Cup Edition
1990
ARE THE PLAYERS CONFIDENT?
MORALE: 6
I'M OVER THE MOON MYSELF
NO COMMENT
FOOTBALL MANAGER 2
An all time great from Kevin Toms,inventor of the world's greatest selling football game. Man to man marking, choice of formations and substitutions, tackling, crosses and diving goalkeepers, Football Manager 2 is full of action with spectacular graphics.
Screen shots from various formats.
GAZZA'S SUPER SOCCER
Gazza mania is about to hit your computer screen! Realistic Ball control allowing you to chip, curl or dribble through the opposition, maybe one day you'll have the skill of Gasgoine himself.
FOOTBALL MANAGER-WORLD CUP EDITION
Enter the international arena with a World Class game from Kevin Toms. This will be the chance for you to manage the national team into sporting history.
MORALE: 7
THEY'RE A BETTER TEAM
MICROPROSE SOCCER
Football crazy, football mad, this will challenge your skills right from the kick off. With features that range from overhead kicks to an overhead view of the pitch, you'll play for much longer than extra time.
Available on:-
Spectrum 48/128K Tape £14.99
Spectrum + 3 Disk £16.99
CBM64/128 Tape £14.99
CBM64/128 Disk £16.99
Amstrad Tape £14.99
Amstrad Disk £16.99
Atari ST £24.99
Amiga £24.99
EMPIRE
MICROPROSE
Prism Leisure Corporation Plc.
Unit 1, Baird Road,
Enfield, Middlesex EN1 1SJ
Addictive
LIVE THAT DREAM
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.


ASHLEY'S CARAVAN
CAUGHT IN ONE WAY SYSTEM. PROCEED IN SAME DIRECTION NEXT TURN.
ONE WAY
MAIL SHOT.
YOU FALL DOWN A MANHOLE. STAY HERE UNTIL YOU ROLL A 5 OR 6.
ASHLEY'S CARAVAN.
TAKE 2 MAIL SHOTS.
EUGENE'S BEDSIT.
EUGENE'S BEDSIT.
MAIL SHOT.
POLICE STATION.
POLICE
PARK BENCH. TAKE A REST.
TAKE 2 MAIL SHOTS.
INVOLVED IN AN ACCIDENT! GO TO HOSPITAL FOR 2 TURNS.
FLAME HEAD'S FLAT.
FLAME HEAD'S FLAT.
MAIL SHOT.
PARK BENCH. TAKE A REST.
TAKE 2 MAIL SHOTS.
MR SPAM'S TIN
SPAM
MR SPAM'S TIN.
POST LOST. RETURN TO POST OFFICE.
MAIL SHOT.
ONE WAY
CAUGHT IN ONE WAY SYSTEM. PROCEED IN SAME DIRECTION NEXT TURN.
HOSPITAL


HOSPITAL
POST LOST. RETURN TO POST OFFICE.
MAIL SHOT.
PARK BENCH. TAKE A REST.
RIGBY'S CAVE.
RIGBY'S CAVE.
TAKE 2 MAIL SHOTS.
POST LOST. RETURN TO POST OFFICE.
PARK BENCH. TAKE A REST.
TAKE 2 MAIL SHOTS.
BEV'S BUNGALOW
BEV'S BUNGALOW.
INVOLVED IN AN ACCIDENT! GO TO HOSPITAL FOR 2 TURNS.
MAIL SHOT.
PARK BENCH. TAKE A REST.
POST OFFICE
YOU FALL DOWN A MAN HOLE. STAY HERE UNTIL YOU ROLL A 5 OR 6
MAIL SHOT
PURPLE FISHLORDS BOWL.
PURPLE FISHLORDS BOWL.
TAKE 2 MAIL SHOTS.
RIK'S HOUSE.
RIK'S HOUSE.
MAIL SHOT.
INVOLVED IN AN ACCIDENT. GO TO HOSPITAL FOR 2 TURNS.